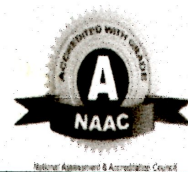




SETHU INSTITUTE OF TECHNOLOGY
(An Autonomous Institution| Accredited with 'A' Grade by NAAC)
PULLOOR, KARIAPATTI – 626 115.



DEPARTMENT OF COMPUTER SCIENCE AND BUSINESS SYSTEMS

Activity Supports Employability/Entrepreneurship/Skill Development

SUBJECT CODE : 19UCB206 SUBJECT NAME : INTRODUCTION TO DATA STRUCTURES AND ALGORITHM

The following activities are conducted in the course for the students to support Employability and Skill Development,

- **Group Assignment** activity promotes the teamwork among the students. Group assignment is given in Non liner data structure-Tree and Graph. The students are practiced to work in team to provide the solution for the Non liner data structure-Tree and Graph given to them. Working in Team and problem solving skills are developed during this activity.
- **One minute paper** activity learning stimulates thinking ability and Technical discussion ability among the students. The students think the solution about the problem and sharing their technical idea in front of the others.
- **Think pair share** activity learning stimulates thinking ability and Technical discussion ability among the students. The students think the solution about the problem during think phase and during the sharing phase the students practiced to share their technical idea in front of the others who also propose their solutions to the same problem followed the technical discussion. Such practices of bringing the solution to the problem and the technical discussion promote the technical competency among the students. This facilitates the students to face the employment opportunities.

- **Collaborative Learning Seminar** through this activity learning the students can improve their self-learning and Individual and Team Performance, Communication skill along with subject knowledge.
- **Problem Solving** through this activity learning Motivate the students to solve more kinds of problems during outside of the class by giving Assignment and homework. Next day any of the students come and discuss their answers to the remaining students. By involving this process into the curriculum the students can able to solve more problems within the prescribed time.
- **Role Play** through this activity learning, the students can able to understand the concept visually. It will improve the interaction among the students during Lecture period.


Course Instructor


R. A. HOD