



SETHU INSTITUTE OF TECHNOLOGY
(An Autonomous Institution | Accredited With 'A' Grade By NAAC)



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
B.E. COMPUTER SCIENCE AND ENGINEERING

Activity Supports Employability / Entrepreneurship / Skill Development

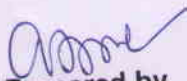
Subject Code: 19UCS308

Subject Name: **DATA STRUCTURES LABORATORY**


The 'Data Structures Lab' is a core course for the Computer Science and engineering students at their Under Graduate level. So, making the students to practice with many real world problems as assignments or mini projects enhances their problem solving and programming skills.

They should analyze the problem carefully to produce an optimal solution to improve the performance of the CPU and computer memory. It should be based on a real-world problem. Toy projects with toy data are less motivating to the students, and convey a false sense of what the world of computer science contains. The students can generate a realistic solution to that problem. They should be able to generate a system which generates useful results, even if it might not be entirely realistic in its interface or content.

The students may focus on current topic(s) from class within the context of larger program. The students still need to practice on particular topics, but we want them to do that within a realistic wrapper. We find that our students rise to the challenge and move forward faster when they have to work to and beyond their assumed boundaries. A practical, current and interesting issue drives them to work harder on the problem, where an overly-theoretical or simplified project tends to decrease their effort and their learning. They make use of one or more existing application programming interfaces (API). This allows them to gain practice in using specific objects, as well as learning that much of their future.


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