



Madhav Institute of Technology & Science, Gwalior

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Lecture Plan

Subject: Design & Analysis of Algorithms (2290303)

Teaching Session	Content to be covered	COs	Blooms Level (BL)	% Coverage (to be calculated based on the total syllabus)	Mode of Teaching
1	RAM model, Algorithms, and its importance	CO-1	LOTS	2	Offline / Black Board Teaching
2	Recurrences and Asymptotic Notations,	CO-2	LOTS	3	Offline / Black Board Teaching
3	Mathematical Analysis of Non-Recursive and Recursive Algorithm,	CO-2	LOTS	4	Offline / Black Board Teaching
4	Review of Sorting & Searching Algorithms	CO-4	LOTS	3	Group based Learning
5	Basic Tree and Graph Concept	CO-3	HOTS	4	Learning through experimentation
6	Binary Search Trees,	CO-2	LOTS	2	Activity based Learning
7	Height Balanced Tree,	CO-3	HOTS	2	Offline / Black Board Teaching
8	B-Tree.	CO-5	HOTS	3	Learning through experimentation
9	Traversal Techniques and applications.	CO-1	LOTS	2	Offline / Black Board Teaching
10	Pre-order, In-order, and Post-order.	CO-4	LOTS	3	Learning through demonstration
11	Divide and Conquer Method: Introduction and Applications.	CO-3	LOTS	4	Learning through experimentation
12	Finding the maximum and minimum,	CO-3	LOTS	2	Offline / Black Board Teaching
13	Binary Search	CO-4,5	LOTS	2	Offline / Black Board Teaching
14	Merge Sort	CO-1	LOTS	2	Learning



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					through demonstration
15	Quick Sort	CO-1	LOTS	3	Learning through demonstration
16	Strassen's Matrix Multiplication	CO-2	HOTS	3	Offline / Black Board Teaching
17	Greedy Method: Introduction, Characteristics	CO-3	LOTS	2	Offline / Black Board Teaching
18	Minimum Cost Spanning Trees	CO-3	HOTS	4	Offline / Black Board Teaching
19	Prim's and Kruskal's Algorithms,	CO-2	HOTS	2	Activity based Learning
20	knapsack Problem,	CO-1	LOTS	3	Offline / Black Board Teaching
21	Dijkstra's single source shortest path algorithm, Huffman Coding	CO-5	LOTS	4	Learning through experimentation
22	Dynamic Programming: Introduction,	CO-2	LOTS	2	Offline / Black Board Teaching
23	The principle of Optimality	CO-4	LOTS	2	Offline / Black Board Teaching
24	Examples of Dynamic Programming Methods: 0/1 Knapsack	CO-1	LOTS	4	Group based Learning
25	Traveling salesman problem,	CO-4	LOTS	3	Learning through experimentation
26	Floyds All Pairs Shortest Path,	CO-3	LOTS	3	Offline / Black Board Teaching
27	Longest Common Subsequence	CO-5	LOTS	3	Offline / Black Board Teaching
28	Reliability Design.	CO-3	LOTS	3	Learning through experimentation
29	Backtracking: Concept and its Examples	CO-1	HOTS	2	Offline / Black Board Teaching
30	4-Queen's Problem,	CO-6	LOTS	2	Offline / Black Board Teaching
31	Knapsack problem Hamiltonian Circuit Problem,	CO-2	LOTS	4	Learning through demonstration



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32	Graph Coloring Problem	CO-6	LOTS	2	Offline / Black Board Teaching
33	Branch and Bound: Introduction and its Applications.	CO-2	HOTS	3	Offline / Black Board Teaching
34	Travelling Salesperson Problem	CO-6	LOTS	2	Learning through experimentation
35	NP Completeness: Introduction.	CO-5	LOTS	2	Offline / Black Board Teaching
36	Class P and NP, Polynomial Reduction,	CO-4	HOTS	4	Offline / Black Board Teaching

Black Board Teaching	Group Based Learning	Learning Through Projects	Learning Through demonstration	Learning Through experimentation	Activity based learning	Onsite/field based learning
54%	7%	0%	12%	23%	4%	0%

MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR**(A Govt. Aided UGC Autonomous Institute Affiliated to RGPV, Bhopal)****Academic Lecture Plan for Semester July- DEC 2023****Subject Code & Name : 2290304 & DBMS****Branch: CSD****Total Lecture=40**

Sno.	Content to be covered	COs	Blooms Level (BM)	% Coverage (to be calculated based on the total syllabus)
1	DBMS Concepts & Architecture, Introduction of File organization Techniques.	CO1	L1	2%
2	Database Approach v/s Traditional File Approach, Advantages of Database System.	CO1	L1	2%
3	Schemas, Instances, Data Independence, Functions of DBA.	CO1,CO2	L1	3%
4	Entities & Attributes, Entity types, Value Sets, Key Attributes, Relationship.	CO2	L1	3%
5	Fundamental of E-R Diagram and examples.	CO2	L1	3%
6	Data Models: Hierarchical Data Model.	CO1,CO2	L1	3%
7	Data Models: Network Data Model & Relational Data Model, Comparison between Models.	CO1	L2	3%
8	RELATIONAL DATA MODELS: Domains, Tuples, Attributes, Relations.	CO1,CO2	L1	3%
9	Characteristics of Relations, Keys, Attributes of Relation.	CO1	L1	2%
10	Integrity Constraints, Query Languages:	CO2	L1	3%
11	Relational Algebra & Relational Calculus	CO4	L2	2%
12	Relational Algebra operations like Select, Project, Join, Division, Union etc.	CO4	L2	2%
13	Examples of Select, Project operators	CO4	L2	2%
14	Examples of Join, Division, Union operators etc.	CO4	L2	3%
15	Importance of Relational Database.	CO2	L1	3%
16	Data Definition & Data Manipulation	CO1, CO2	L1	2%
17	Various commands in SQL.	CO2	L1	3%
18	Update Statements & Views in SQL Query & Subquery.	CO4	L1	2%
19	QUEL & QBE Data Storage definition,	CO4	L1	3%
20	Data Retrieval Queries & Data Manipulation Statements etc.	CO4	L2	3%
21	Data Manipulation Statements examples.	CO4	L2	2%
22	Query practice using SQL commands.	CO4	L2	3%
23	Introduction of join operations	CO5	L2	3%

24	Types of Join operations and examples	CO5	L1	2%
25	Concepts of Aggregates function and examples	CO5	L1	2%
26	Multiples tables data extractions using SQL commands	CO4	L1	3%
27	DATABASE DESIGN: Introduction to Normalization, Various Normal Forms: 1NF, 2NF, 3NF, BCNF.	CO1,CO5	L2	2%
28	Functional Dependency	CO4, CO5	L2	3%
29	Decomposition, Dependency Preservation.	CO2, CO5	L2, L3	2%
30	Loss Less & Lossy Join, Problems with Null Valued & Dangling Tuple.	CO2,4,5	L2, L3	3%
31	Multivalued Dependencies.	CO4	L2	3%
32	Overview of Distributed Databases, Protection,	CO1,CO5	L1	2%
33	Security & Integrity Constraints of Distributed database.	CO5	L1	3%
35	Introduction of Transaction Processing Concepts, State Diagram.	CO3	L1	3%
36	Types of Transaction.	CO3	L1	3%
37	Concurrency Control, Concurrent operation of Databases.	CO3	L2	2%
38	Recovery, Types of Recovery.	CO3	L2	2%
39	Basic Concepts of Object-Oriented Database System & Design.	CO5	L1	3%
40	Case Study of Relational Database Management Systems: Oracle & Microsoft Access Tools.	CO4, CO5	L2	2%

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MADHAV INSTITUTE OF TECHNOLOGY & SCIENCE, GWALIOR

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Department of Computer Science & Engineering

Lecture Plan

Software Engineering (2290305)

CSE 2nd year (III Sem)

Lecture No.	CONTENT	COs	Bloom's Level	% Coverage (to be calculated based on total syllabus)	MODE
1.	Introduction to Software Engineering	CO1	LOTS	1.5%	Offline / Black Board Teaching
2.	Definition, software engineering-layered Technology	CO1	LOTS	1.5%	Learning through demonstration
3.	Software Characteristics and Components	CO1	LOTS	1.5%	Learning through demonstration
4.	Software model: Software Development of Life Cycle Model (SDLC)	CO1/CO2	LOTS	2%	Learning through demonstration
5.	The Waterfall Model	CO1/CO2	LOTS	2%	Offline / Black Board Teaching
6.	Prototyping Model	CO1/CO2	LOTS	3%	Activity based Learning
7.	Spiral Model	CO1/CO2	LOTS	1%	Offline / Black Board Teaching

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8.	RAD Model	CO1/CO2	LOTS	1.5%	Offline / Black Board Teaching
9.	Selection criteria of model: Characteristics of Requirements	CO1/CO2/CO4	LOTS	1.5%	Offline / Black Board Teaching
10.	Status of Development Team	CO2/CO3	LOTS	1.5%	Offline / Black Board Teaching
11.	Users participation, Type of Project and Associated Risk.	CO2/CO3	LOTS	2.5%	Learning through demonstration
12.	Requirement Engineering: Definition	CO2/CO3	LOTS	3%	Activity based Learning
13.	Requirement Engineering Activity	CO2/CO3	LOTS	3%	Offline / Black Board Teaching
14.	Types of Requirement-Functional and Non-functional Requirements	CO2/CO3	LOTS	2.5%	Offline / Black Board Teaching
15.	User and System Requirements	CO2/CO3	LOTS	2%	Group based Learning
16.	Requirement Elicitation Methods	CO2/CO3	LOTS	4%	Learning through experimentation
17.	Requirement Analysis Methods	CO2/CO3	LOTS	2%	Learning through experimentation

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18.	Requirement Documentation (SRS)	CO2/CO3	LOTS	4%	Group based Learning
19.	Requirement Validation	CO2/CO3	LOTS	1.5%	Offline / Black Board Teaching
20.	Requirement Management.	CO2/CO3	LOTS	5.5%	Learning through demonstration
21.	Design Concept, Principle and Methods: Design Fundamentals	CO2/CO3	LOTS	3%	Learning through demonstration
22.	Design Principles	CO3/CO5	LOTS	5%	Activity based Learning
23.	Effective Modular Design	CO3/CO5	LOTS	5%	Group based Learning
24.	Design Representations	CO3/CO5	LOTS	5%	Group based Learning
25.	Architectural design	CO4	LOTS	3%	Learning through experimentation
26.	Procedural design	CO4	LOTS	1%	Learning through experimentation
27.	Data Directed design	CO4	HOTS	1%	Learning through experimentation
28.	Real Time Design	CO4	HOTS	2.5%	Offline / Black Board Teaching

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29.	Object Oriented Design	CO4	HOTS	1.5%	Offline / Black Board Teaching
30.	Coupling & Types of Coupling	CO4/CO5	HOTS	1%	Activity based Learning
31.	Cohesion & types of Cohesion	CO4/CO5	HOTS	1.5%	Learning through demonstration
32.	Software Metrics, Project Management and Estimation: Metrics in Process and Project domains,	CO4/CO5	LOTS	1%	Learning through demonstration
33.	Software Measurement	CO4/CO5	HOTS	1.5%	Offline / Black Board Teaching
34.	Software Quality Metrics	CO4/CO5	HOTS	1%	Offline / Black Board Teaching
35.	Project Management- Basics-People, Product, Process, Project	CO4/CO5	HOTS	1%	Activity based Learning
36.	Decomposition Techniques- Function Point Estimation	CO4/CO5	HOTS	1.5%	Offline / Black Board Teaching
37.	Line of Code (LOC) based estimation	CO2/CO3/CO5	HOTS	3%	Learning through projects
38.	Empirical Estimation	CO2/CO3/CO5	HOTS	3%	Learning through projects

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39.	COCOMO Model	CO2/CO3/CO5	HOTS	3%	Learning through projects
40.	Project Scheduling Techniques.	CO2/CO3/CO5	HOTS	2.5%	Activity based Learning
41.	Software Testing: Definitions	CO2/CO5/CO6	LOTS	1%	Activity based Learning
42.	Software Testing Life Cycle (STLC)	CO2/CO5/CO6	LOTS	1%	Activity based Learning
43.	Test Case Design	CO2/CO5/CO6	HOTS	1%	Offline / Black Board Teaching
44.	Strategic Approach to Software Testing-Verification & Validation	CO2/CO5/CO6	LOTS	1%	Learning through demonstration
45.	Strategic issues	CO2/CO5/CO6	LOTS	1%	Learning through experimentation
46.	Unit Testing, Integration Testing, Validation Testing,	CO2/CO5/CO6	HOTS	1%	Learning through experimentation
47.	System Testing, Black Box Testing Techniques, White Box Testing Techniques, Acceptance Testing.	CO2/CO5/CO6	HOTS	1%	Activity based Learning

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Online	Offline						
	Black Board Teaching	Group based Learning	Learning through projects	Learning through demonstration	Learning through experimentation	Activity based Learning	Onsite / field based learning
-	35%	10%	7.5%	20%	12.5%	15%	-

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Department of **Computer Science and Design**

Name of Course with Code: **Project Planning & Financing (100005)**

Academic Lecture Plan for Session: July-Dec 2023

Unit	Day	Content to be Covered	COs	Blooms Level (BM)	Mode of Teaching	% Coverage (to be calculated based on the total syllabus)
I	Tuesday	Project Planning: Introduction to Project Management	1	LOTS	Blended	4
	Friday	Difference between Project and Production	1,2	LOTS	Blended	4
	Tuesday	Attributes of a Project: Time, Cost, Quality and Safety.	1,2	HOTS	Blended	4
	Friday	Stakeholders of a Project, Project life cycle.	1,2	HOTS	Blended	4
	Tuesday	Project Planning: Types of Project Plans and feasibility.	1,2	LOTS	learning through demonstration	4
II	Friday	Project Planning: Project Network logic: Project	1,2,3	HOTS	Blended	3
	Tuesday	Activity duration and methods of estimating	1,2	HOTS	Activity based learning	3
	Friday	Activity duration – One time estimate three-time estimates, Duration estimation procedure.	1,2	LOTS	Group based learning	3
	Tuesday	Use of Bar Charts, Mile stone charts and networks Network representation schemes: Activity on Arrow and Activity on Node Networks (A-o-A & A-o-N)	1,2	HOTS	learning through projects	4
	Friday	Networking and work flows, Logic behind developing project network	1,2	HOTS	learning through experiments	4
	Tuesday	and simple network calculations, Critical paths and floats. Introduction to Project Management,	1, 5	HOTS	Blended	4
III	Friday	Use of network in Decision Making: Importance of critical path,	1, 5	LOTS	Blended	4
	Tuesday	Monitoring the progress and updating the project plan.	1, 5	LOTS	Activity based learning	4
	Friday	Use of floats in Resource smoothening, Introduction to Precedence Diagramming Method (PDM),	1, 2, 5	HOTS	Group based learning	4
	Tuesday	Different lag and lead relations in terms of SS (Start to Start), SF (Start to Finish),	1,2, 5	LOTS	learning through projects	4
	Friday	Finish to Start (FS), and Finish to Finish (FF) and composite relations	1, 5	HOTS	learning through experiments	4
IV	Tuesday	Project Cost Control: Breakeven analysis in planning stage.	1, 2, 5	HOTS	learning through demonstration	4

	Friday	Direct and indirect cost, slope of direct cost curve	1, 2, 5	HOTS	Blended	4	
	Tuesday	Total project cost and optimum duration	1, 2, 5	HOTS.	Activity based learning	4	
	Friday	Contracting the network for cost optimization	1, 2, 5	HOTS	Group based learning	4	
	Tuesday	Escalation & Variation in prices	1, 5	HOTS	Blended	4	
V	Friday	Introduction to project financing; Role of governments in financing projects	1, 3, 6	HOTS	Blended	3	
	Tuesday	Funder and Concessionaire: Economic multiplier effects of Projects;	1,3, 6	HOTS	learning through demonstration	3	
	Friday	Means of financing-public finance and private finance,	1, 3, 6	LOTS	onsite/field learning	3	
	Tuesday	Granting authority: World Bank Group, IMF, ADB, Micro and Small Enterprises Funding Scheme (MSME),	1, 3, 6	HOTS	Activity based learning	3	
	Friday	Elementary understanding of Procurement of infrastructure projects through Public Private Partnership (PPP) route,	1, 3, 6	LOTS	Group based learning	4	
	Tuesday	Build Operate Transfer (BOT), Build Operate Own & Transfer (BOOT); Stakeholders' perspectives,	1,3, 6	LOTS	Blended	4	
Online	Offline						
	Offline / Black Board Teaching	Learning through demonstration	Learning through experimentation	Group based Learning	Activity based Learning	Learning through projects	Onsite/Field
3%	35%	11%	11%	15%	14%	8%	3%


Jitendra Kumar Tyagi
 Assistant Professor



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Department of CSE

Disaster Management 100007

Semester: V

LECTURE PLAN

Name of Course (Code): Disaster Management (100007) Class: B.Tech.V th Sem Session: Jul-Dec 2023					
Teaching Session	Content to be covered	COs	Blooms Level (BM)	% Coverage (to be calculated based on the total syllabus)	MODE
1	Introduction to disaster management, concepts and definition	1	LOT	4	Offline / Black Board Teaching
2	Disaster, vulnerability, risk severity, frequency and details	1	LOT	4	Offline / Black Board Teaching
3	Capacity impact, prevention, mitigation	1	LOT	4	Offline / Black Board Teaching
4	Disasters classification, demographic aspects (gender, age, special needs)	2	HOT	4	Offline / Black Board Teaching
5	Hazard locations, global and national disaster trends	2	LOT	3	Offline / Black Board Teaching
6	Hazard and vulnerability profile of India	2	LOT	3	Offline / Black Board Teaching
7	Disaster impact (environmental, physical, social, ecological, economic, potential, etc)	3	HOT	4	Group Based Learning
8	Disaster impact (environmental, physical, social, ecological, economic, potential, etc)	3	LOT	4	Offline / Black Board Teaching
9	Health, psycho-social issues	3	LOT	3	Offline / Black



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					Board Teaching
10	Impact of natural disasters (floods, draught, cyclones, volcanoes, earthquakes, tsunami, landslides, etc)	3	LOT	4	Group Based Learning
11	Impact of natural disasters (floods, draught, cyclones, volcanoes, earthquakes, tsunami, landslides, etc)	3	LOT	4	Offline / Black Board Teaching
12	Impact of manmade disasters (industrial pollution, artificial flooding in urban areas, urban disasters, transportation accidents, etc)	3	HOT	3	Group Based Learning
13	Impact of manmade disasters (industrial pollution, artificial flooding in urban areas, urban disasters, transportation accidents, etc)	3	HOT	4	Offline / Black Board Teaching
14	Disaster management cycle: its phases	4	HOT	4	Offline / Black Board Teaching
15	Prevention, mitigation, preparedness, relief and recovery	4	HOT	4	Offline / Black Board Teaching
16	Structural and non-structural measures	4	HOT	4	Offline / Black Board Teaching
17	Risk analysis, vulnerability and capacity assessment	4	LOT	4	Offline / Black Board Teaching
18	Early warning systems	4	LOT	3	Offline / Black Board Teaching
19	Post disaster environmental response	4	HOT	3	Offline / Black Board Teaching
20	Roles and responsibilities of government, community, local	4	LOT	4	Offline / Black



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	institutions, NGOs and other stakeholders				Board Teaching
21	Policies and legislation for disaster management	4	LOT	4	Offline / Black Board Teaching
22	DDR programmes in India	4	LOT	3	Offline / Black Board Teaching
23	Activities of National Disaster Management Authority	4	LOT	4	Offline / Black Board Teaching
24	Factors affecting vulnerability such as impact of development projects	5	HOT	4	Offline / Black Board Teaching
25	Environmental modifications (including of dams, land use changes, urbanization, etc)	5	HOT	4	Group Based Learning
26	Sustainable and environmental friendly recovery	5	HOT	4	Offline / Black Board Teaching
27	Reconstruction and development methods	5	HOT	3	Offline / Black Board Teaching

Black Board Teaching	Group Based Learning	Learning Through Projects	Learning Through demonstration	Learning Through experimentation	Activity based learning	Onsite/field based learning
85%	15%					

Kratika Sharma

(Assistant Professor)

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Department of Computer Science & Engineering

Lecture Plan

Software Design and Project Management (290503)

CSE 3rd year(V Sem)

Lecture No.	CONTENT	COs	Bloom's Level	% Coverage (to be calculated based on total syllabus)	MODE
1.	Software design process models,	CO1	LOTS	1.5%	Offline / Black Board Teaching
2.	Iterative, Incremental, Agile practices.	CO1	LOTS	1.5%	Learning through demonstration
3.	Characteristics of software projects, project attributes	CO1	LOTS	1.5%	Learning through demonstration
4.	project constraints. project baseline,	CO1/CO2	LOTS	2%	Learning through demonstration
5.	project charter, Stakeholders	CO1/CO2	LOTS	2%	Offline / Black Board Teaching
6.	Feasibility Study, Cost-benefit Analysis,	CO1/CO2	LOTS	3%	Activity based Learning

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7.	Project and Product Life Cycles, role of project manager,	CO1/CO2	LOTS	1%	Offline / Black Board Teaching
8.	System view of project management, Barry Boehm: W5HH principle	CO1/CO2	LOTS	1.5%	Offline / Black Board Teaching
9.	The Genesis of Agile, Introduction and background,	CO1/CO2/CO4	LOTS	1.5%	Offline / Black Board Teaching
10.	Agile Manifesto and Principles, Lean Software,	CO2/CO3	LOTS	1.5%	Offline / Black Board Teaching
11.	Agile project management, Design and development practices in Agile projects,	CO2/CO3	LOTS	2.5%	Learning through demonstration
12.	Agile Tools, Problem Agile Solves.	CO2/CO3	LOTS	3%	Activity based Learning
13.	Introduction to Scrum,	CO2/CO3	LOTS	3%	Offline / Black Board Teaching
14.	Project phases Product backlog,	CO2/CO3	LOTS	2.5%	Offline / Black Board Teaching
15.	Sprint backlog, Iteration planning,	CO2/CO3	LOTS	2%	Group based Learning

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16.	Scrum and Kanban	CO2/CO3	LOTS	4%	Learning through experimentation
17.	User story definition,	CO2/CO3	LOTS	2%	Learning through experimentation
18.	Characteristics and content of user stories,	CO2/CO3	LOTS	4%	Group based Learning
19.	Burn down chart,	CO2/CO3	LOTS	1.5%	Offline / Black Board Teaching
20.	Sprint planning.	CO2/CO3	LOTS	5.5%	Learning through demonstration
21.	schedule development, Gantt Charts,	CO2/CO3	LOTS	3%	Learning through demonstration
22.	Critical path method (CPM),	CO3/CO5	LOTS	5%	Activity based Learning
23.	Work Breakdown Structure (WBS), activities sequencing,	CO3/CO5	LOTS	5%	Group based Learning
24.	network diagrams, activity duration estimation,	CO3/CO5	LOTS	5%	Group based Learning
25.	Program evaluation & review technique (PERT),	CO4	LOTS	3%	Learning through experimentation

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26.	concept of slack time, schedule control.	CO4	LOTS	1%	Learning through experimentation
27.	Cost budgeting, cost control,	CO4	HOTS	1%	Learning through experimentation
28.	Project Quality Management: Quality Planning,	CO4	HOTS	2.5%	Offline / Black Board Teaching
29.	earned value management,	CO4	HOTS	1.5%	Offline / Black Board Teaching
30.	project portfolio management.	CO4/CO5	HOTS	1%	Activity based Learning
31.	quality Assurance	CO4/CO5	HOTS	1.5%	Learning through demonstration
32.	Quality control, Tool & techniques for quality control	CO4/CO5	LOTS	1%	Learning through demonstration
33.	Pareto Analysis,	CO4/CO5	HOTS	1.5%	Offline / Black Board Teaching
34.	Six Sigma.	CO4/CO5	HOTS	1%	Offline / Black Board Teaching
35.	CMM,	CO4/CO5	HOTS	1%	Activity based Learning
36.	ISO Standards	CO4/CO5	HOTS	1.5%	Offline / Black Board Teaching

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37.	quality Assurance,	CO2/CO3/CO5	HOTS	3%	Learning through projects
38.	Juran Methodology,	CO2/CO3/CO5	HOTS	3%	Learning through projects
39.	Human Resource Management,	CO2/CO3/CO5	HOTS	3%	Learning through projects
40.	responsibility assignment metrics,	CO2/CO3/CO5	HOTS	2.5%	Activity based Learning
41.	resource loading, resource levelling,	CO2/CO5/CO6	LOTS	1%	Activity based Learning
42.	Risk Management planning,	CO2/CO5/CO6	LOTS	1%	Activity based Learning
43.	Expected Monetary Value,	CO2/CO5/CO6	HOTS	2%	Offline / Black Board Teaching
44.	Decision tree,	CO2/CO5/CO6	LOTS	2%	Learning through demonstration
45.	Releases vs. version.	CO2/CO5/CO6	LOTS	1%	Learning through experimentation

Online	Offline						
	Black Board Teaching	Group based Learning	Learning through projects	Learning through demonstration	Learning through experimentation	Activity based Learning	Onsite / field based learning
-	36%	10%	7.5%	21%	11.5%	14%	-

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