

## Activity: Software Design using UML

Subject: Software Engineering, Faculty: Dr. Mouneshachari S, Date: 12/04/2018



*Students involved in Software Design*

An activity for 4<sup>th</sup> semester students have been conducted in Software Engineering subject. Five teams were made among all the students in class. Each team was given a topic from the text book namely “Activity diagram”, “Sequence diagram”, “Use case diagram”, “Class diagram” and “Interaction diagram”. Teams were allowed to discuss on the given topic with an example case study and time slot was made for presentation.

Teams were prepared a ppts with all the necessary topics and presented. The best team, based on the content, their understanding, coordination and presentation was awarded.

In this activity, students learnt,

- 1) About UML diagrams
- 2) Design a case study with respect to UML diagrams
- 3) Coordination among team members
- 4) Communication

## ICT activity

Subject: Software Architecture, Faculty: Dr. Mouneshachari S, Date: 23/03/2018



*Students involved in ICT activity*

ICT activity on Software Architecture subject was conducted on 23/03/2018 for 8<sup>th</sup> semester students during the class hour. Around five batches have been made among the full strength of the class and each batch was given a one single topics. The topics which were selected are “Pipes and Filters”, “Broker Architecture”, “Microkernel Architecture”, “Layered Architecture” and “PAC pattern”.

The activity was, each team have to go through the internet in their mobiles (whichever is available), search the content and prepare a report. A particular time slot has been provided to the batch for presentation.

In this activity, students learnt mainly

- 1) Coordination with others on the selected topic
- 2) Browse for the selected topic in the internet
- 3) Presentation skills
- 4) The topic itself