

(Affiliated to ANNA University, Chennai and Approved by AICTE, New Delhi)
Recognized by UGC, Accredited by NBA (B.Tech-IT)



KGiSL Campus, 365, Thudiyalur Road, Saravanampatti, Coimbatore – 641035

INTERNAL QUALITY ASSURANCE CELL (IQAC)

Implementation details of Innovative Teaching Practices

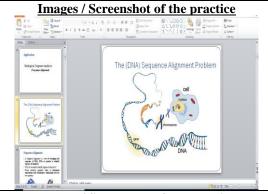
| Year / Semester / Section: II/ IV/ A&B | Degree & Branch: B.E. CSE |
|--|--|
| Course Code: CS8451 | Course Name: Design and Analysis of Algorithms |
| Unit: 2 | Toxics String metabing |
| Activity Chosen: Lecture with Analogy | Topic: String matching |

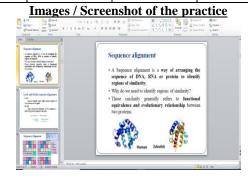
Details of the Implementation:

- The concept of string matching is explained with an analogy in the classroom for 20 minutes.
- Based on the discussion, the faculty will ask the students to think about the given problem for 5 minutes individually without discussing it with others in the class.
- Finally faculty asks the students to share their views with the entire class to assess the understanding of the topic.

• Faculty records their proceedings and measures students' progress before and after implementation.

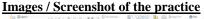
| PO | PO1 | PO2 | PO8 | PO10 | PO12 | |
|-----------|-----|-----|-----|------|------|--|
| Relevance | 1 | 2 | 1 | 1 | 2 | |

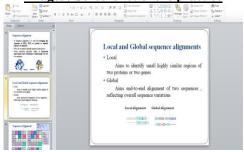












Benefit of the practice:

• Lecture with Analogy helps the students to have better understanding of the concept of string matching and relate it to real world applications



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| Year / Semester / Section: II/ IV/ A&B | Degree & Branch: B.E. CSE |
|--|--|
| Course Code: CS8451 | Course Name: Design and Analysis of Algorithms |
| Unit: 2 | Topic: Closest pair & Convex Hull problem |
| Activity Chosen: Lecture with Analogy | Topic: Closest pail & Convex Hull problem |

Details of the Implementation:

- The concept of closest pair & convex Hull problem is explained with an analogy in the classroom for 20 minutes.
- Based on the discussion, the faculty will ask the students to think about the given problem for 5 minutes individually without discussing it with others in the class.
- Finally faculty asks the students to share their views with the entire class to assess the understanding of the topic.
- Faculty record their proceedings and measure students' progress before and after implementation.

| PO | PO1 | PO2 | PO8 | PO10 | PO12 | |
|-----------|-----|-----|-----|------|------|--|
| Relevance | 1 | 2 | 1 | 1 | 2 | |



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Benefit of the practice:

• Lecture with Analogy helps the students to have better understanding of the concept of closest pair and convex hull concepts and relate it to real world applications



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| Year / Semester / Section: II/ IV/ A&B | Degree & Branch: B.E. CSE |
|--|---|
| Course Code: CS8493 | Course Name: Operating Systems |
| Unit: I | Topic: Computer System Overview, Basic Elements |
| Activity Chosen: Lecture with Analogy | & Instruction Execution |

Details of the Implementation:

- The concept of Computer System Overview and Elements is explained with an analogy in the classroom for 10 minutes.
- Based on the discussion, the faculty will ask the students to think about the given problem for 5 minutes individually without discussing it with others in the class.
- Finally faculty asks the students to share their views with the entire class to assess the understanding of the topic.

• Faculty records their proceedings and measures students' progress before and after implementation.

| PO | PO1 | PO2 | PO10 | PO12 | PSO1 | |
|-----------|-----|-----|------|------|------|--|
| Relevance | 2 | 2 | 1 | 2 | 2 | |

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Computer System Overview



- Exploits the hardware resources of one or more processors
- Provides a set of services to system users
- · Manages secondary memory and I/O devices

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Mind Voice by OS



Images / Screenshot of the practice

Operating System

It is a program that provides an interface between the software and hardware of a computer.

An Operating system offers an environment for the user to execute the software using the hardware

Benefit of the practice:

• Lecture with Analogy helps the students to have better understanding of the concept of Operating System and its elements



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|--|------------------------------------|--|--|
| Course Code: CS8493 | Course Name: Operating Systems | | |
| Unit: V | Tania, Makila OC 100 and Andreid | | |
| Activity Chosen: Lecture with Analogy | Topic: Mobile OS - iOS and Android | | |

Details of the Implementation:

- The difference between iOS and Android OS is explained with an analogy in the classroom for 20 minutes.
- Based on the discussion, the faculty will ask the students to think about the given problem for 5 minutes individually without discussing it with others in the class.
- Finally faculty asks the students to share their views with the entire class to assess the understanding of the topic.
- Faculty records their proceedings and measures students' progress before and after implementation.

| PO | PO1 | PO2 | PO10 | PO12 | PSO1 | |
|-----------|-----|-----|------|------|------|--|
| Relevance | 2 | 2 | 1 | 2 | 2 | |

Images / Screenshot of the practice When iOS user swipe apps to close in iPhone When android user swipe apps to close in iPhone



Images / Screenshot of the practice



Images / Screenshot of the practice

| | Android | ios | Windows | | | |
|--|----------------------------|--------------------------------|--|--|--|--|
| Memory Management | | | | | | |
| Memory usage | High | Low | High | | | |
| Memory used for App handling | RAM | RAM | RAM + VM | | | |
| Process running in background | Not Efficiently | Efficiently | Not Efficiently | | | |
| Use of Garbage Collector | Yes | No | Yes | | | |
| Background Processes | Do not freeze | Freeze | Suspend | | | |
| To increase process speed | Uses internal memory | Don't use internal memory | Uses internal or virtual memory | | | |
| Interface | User Friendly | User Friendly | Not User Friendly | | | |
| Increase in Memory demand | Lag in app handling | No lag in app handling | Lag in app handling | | | |
| Shortage of Memory | May kill some processes | Freeze background processes | Uses Virtual Memory | | | |
| Capable of loading large number of apps | No | No | Yes | | | |
| large number of apps | Sec. | urity | | | | |
| Arrival of new process | May kill existing process | Freeze some processes | No other processes will be affected | | | |
| Utilities used | Own and third party | Own | Third Party Mostly | | | |
| Issue Occurrence | Use patches | Use patches | Deliver updates | | | |
| Rooting | Allowed | Not allowed | Not allowed | | | |

Benefit of the practice:

 Lecture with Analogy helps the students to have a clarity on what iOS and Android offers and what not.



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|--|--|--|--|
| Course Code: CS8493 | Course Name: Operating Systems | | |
| Unit: II | Torio, Comphanication handware Mutan lade | | |
| Activity Chosen: Lecture with Analogy | Topic: Synchronization hardware, Mutex locks | | |

Details of the Implementation:

- The concept of Syncronization Hardware, Mutex locks is explained with an analogy in the classroom for 20 minutes.
- Based on the discussion, the faculty will ask the students to think about the given problem for 5 minutes individually without discussing it with others in the class.
- Finally faculty asks the students to share their views with the entire class to assess the understanding of the topic.

• Faculty records their proceedings and measures students' progress before and after implementation.

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|-----------|-----|-----|------|------|------|--|
| Relevance | 2 | 2 | 1 | 2 | 2 | |

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Mutual Exclusion

Only one process can enter in to the critical section at a time.



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- Previous solutions are complicated and generally inaccessible to application programmers
- OS designers build software tools to solve critical section problem
- Simplest is mutex lock
- Protect a critical section by first acquire() a lock then release() the lock
 - Boolean variable indicating if lock is available or not
- Calls to acquire() and release() must be atomic
 - Usually implemented via hardware atomic instructions
 - But this solution requires busy waiting

 This lock therefore called a spinlock

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Critical Section

Critical Section in OS is a part of the program where shared resources are

accessed by the process



Images / Screenshot of the practice

Semaphore

Synchronization tool to critical section problem. Has two operations

Wait() -

Signal()



Benefit of the practice:

 Lecture with Analogy helps the students to have better understanding of the Synchronization Hardware and Mutex locks.