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(Autonomous Institute Affiliated to University of Mumbai)
CSE MCA Department

Academic Year: 2024-25
Course Code: MC501

Semester: I
Course Name: Data Structures

Class: FYMCA

Innovative Teaching Learning Adopted

Following teaching Learning methods have been adopted to teach Data Structures course.

1) Self Learning :

For DS course, I've given them a self learning topic to practice on Object Oriented Programming C++ on HackerRank for first four week of the course. They need to run the code written and test the test cases given on HackerRank and document it and upload it on Moodle.

Outcome: Practical session on Object Oriented Concepts of C++

2) Peer Learning :

For DS course, I've given them a task on Poster Presentation on Game they have designed. They noted down what data structures and algorithms they used in designing the game. Finally, they need to give presentation in front of entire class about the game poster and the game developed by them.

Outcome: Implementation of game using Data Structures and Algorithms.

3) Video Lecture and Flip Learning:

For DS Course, I have created my own Video on basics of Data Structures. I told students to watch that video on YouTube and have asked questions based on the video.

Video Link:

<https://www.youtube.com/watch?v=48N6VOq88D8&list=PLEXVMJ4LDDIond2l2H1WMvXIS5ku98aOy&index=2>

Outcome: Video lecture and testing the knowledge.