Gaath 9. Study about holland's theory on personality types. (RASEC model) Sol: Holland's theory of personality types, also known as RIASEC model suggesting people to perform best in environments that match their personality. Holland identified 6 personality types & 1. Realistic (Doers):Charecteristics:- Like to do hands-on work

Focus on things in physical realm

Uses physical skills Prefer practical solutions over abstract ideas Careers: Hechanis, engineers, carpenters, electrician etc 2. Investigate (Thinkers):Charecteristics:- Like to collect and analyse data
Motivated by analysing and researching
Currious and tend to be creative Preferences: Work by analysing data and conducting research.

Prefer solveing problems through observation Careers :-Scientists, researchers, nothernaticians

Artistic (Greators):Characteristics:- · like to focus of on seff-expression through musical words
· Focus on creativity
· Fapressive and independent Preferences: Express themselves through mediums like music, art, writing
Distike structured/complicated solutions
Prefer solving problems through creatively Careers - Artists, vriters, nevicians 4. Socials (Helpers):Characteristics:- Like to cooperate and help people
Focus on guiding/feaching others
Empethetic, helpful, varbal Preferences: They rabee human connections

They like working alongside people.

Prefer solving problems through communications Careers :- Teachers, counselors, nurses 5. Enterprising (Persuadurs):
Chare teresties: - Nike to work with through people by hadership
Focus on financial gain
· Confident, sociable, persuasive Preferences: They are good leaders . Have good dexision making skill for solving problem

Carelles: - Managers, salan bersioners people

6. Conventional (Organizers):Charecteristics: - like to pay lot of attention to details

· Focus more on responsibility, follow rules

· They are organized and detail-oriented Preferences: . Work with data, organizing information. Complete tasks within a structured environment Data dralysts, accountants, bankers Jr. Layers of CDIO. Sd: The CDIO (Conceive - Design-Implement-Operate) is structured into 4 larges, each representing a distinct phase in engineering lifereptile. 1. Conceive: Understand and defining the problem/opertunity Eg: - Indertifying austomer's needs
'Developing concepts and techniques 2. Design: - Peveloping detailed plans/bluprints Eg: Greating detailed designs, algorithms and drawings.
Exploring alternatives and selecting optimal solutions 3. Implement : Treenform designs into targible solutions · Validating if the product meets design specifications

Date



4. Operate: Deploying, using and maintaing product/system

Eg: - Installing and managing the product in real fife conditions . Retiring a system when necessary

Q3. Summarize the four dimensions of engineering in detail.

Sd: The 4 dimensions of engineering are:

1. Basic Sciences: Ergineer as Scientist

Ergeneers are seen as scientists applying analytical methods to understand and manipulate natural phenomena.

They produce knowledge through redearch, analysis and experimentations

2. Social Sciences: Engineer as sociologist

Forgineers are seen as social experts, understanding how their work impacts and integrates with team dynamics.

3. Design Dimension: Engineer as designers

Engineers are seen as disigners who craft solutions by balancing technical and practical factors

4. Practical Realization : Engineer as doer

Engineers are seen as docks, translating plans into reality and ensuring functionality through hands on application

Gaati Qy. How ADDIE model is used for settware development disign St. ADDIE model used by instructors and training developers.
There are 5 phoses of ADDIE: 1. Analysis - Chairstand the software's objectives, user requirements Here, Target users and their needs are identified.

A nalyse existing systems for improvements 2. Design :- Plan the structure and functionality of the software Here, · Create system architecture and design database.

· Create user interface and plan out user experience 3. Development: Build the software based on design specification Here, Develop and list inde the code

Theorate various functions to create functional software 4. Implementation: Deploy the software Here, Prepare documentation for users about the software. Deploy the software to a client system 5. Evaluation: Assess software performance and make necessary improvements Here, · Conduct evalution based on user testing · gather user feedback for future upoates

On Explain in detail about how the ociences and engineering betweelogy domains are related.

Sol: The domains of science to engineering are interhenered by a relationshy that drives innovation, distorery and practical applications

Science: - . Study of notional phanomera through observation, experimental experimentation and theoretical analysis.

- Study of lovers of experimental and natural phenomera

Engineering: Application of scientific principles to solve practical problem of and develop tools.

"Using laws of science & motion to build effective region.

Science provides foundational knowledge that engineers apply to build

96. Difference between engineering disign and scientific method

Sie Scientific Method 1/5 Engineering Design

- · Formulate hypothesis, identify variable · Specify requirements
- · Test hypothesis Brough engineentation · Build prototype
- Aralyse results and draw conclusions Test and redesign for improvement

Date\_\_\_/

Q2. Different types of questions in Philosophy of Engineering. Sh: (i) What is the nature of engineering knowledge?

(ii) What are the ethical responsibilities of engineers?

(iv) thow do engineering and d'science differ in their goals and welltons

(v) What is the relationship between technology and society? S8. How to develop software or apps using angineering design process. Sol: Stages of developing software appr using engineering design process aris Define the Broblem: Understand the user needs, target audience and functional regionements of the app. Research & Brainstorm Problems:Research existing solutions, similar apps and technological positive stees
Brainstorm ideas and approaches for solving the problem tike Figner or Adobe XD to visualize user interface (UI) and user experience. iv) Test and Refine :- Test the prototype or early version of app and feedback from the users. Then refine the app based on feedback and performance Implementation and Deployment:

Implement appropriate programming languages, to create the full app.

After testing, deploy the app to relavant patforms vi) Evaluate and Iterate: - Monitor user feedback and appenent performance, fixing bugs and make improvements. The process is iterative with continuous