| SKILL TEST | | | | | | |
|---|--------------------------------------|--|--|--|--|--|
| Course Code: CPE 201L | Program: BSCPE | | | | | |
| Course Title: Data Structure and Algorithms | Date Performed: August 30, 2025 | | | | | |
| Section: 2A | Date Submitted: August 30, 2025 | | | | | |
| Name: Sumel, Hendrix Nathan L. | Instructor: Engr. Maria Rizette Sayo | | | | | |

1.Objectives

- To create a python program that is data structured using linked list with my name
- The characters of my name must append and also must traverse

2. Discussion

Relevant concept in this activity, of course using Linkedlist as it is the data structure used in this program. Also implementing node and traverse in this program. And ofcourse my Name.

3. Materials and Equipment

- Desktop
- Google Colab and Github

4. Procedure

First, I used LinkedList to implement my program. This program contains Node Objects so I have to declare that. Then I proceed with the code execution. next I have to implement traverse, then printed my name for linkedlist and to aso append. Lastly I printed my name in traverse.

5. Output

```
Hendrix Nathan Sumel: Henddrix Nathan Sumel
Traversing your name character by character:
Н
e
n
d
x
N
а
h
а
s
u
m
e
1
```

7. Conclusion

To conclude this skill-test. For me it was a little frustrating to not rely on Al since to be honest most of the time I use it during lab activities. But of course with a very little to no wifi during this quiz. Then I found out that this is a quiz and thank God because I did not used Al. Overall it was really nice to have done this program and with using my name as the traversing characters. Data structure is a really good programing subject.

| Criteria | Ratings | | | | | | | | | Pts | |
|--|--|--|--|---|--|---|---|---|--|--|-------|
| SO 7 PI 1 Student Outcome 7.1 Acquire and apply new knowledge from outside sources. threshold: 4.8 pts | 6 pts Excellent Educational interests and pursuits exist and flourish outside classroom requirements, knowled and/or experiences are pursued independent and applies knowledg learned into practice | I pursuits interests and pursuit- urish exist and flourish outside classroom requirements,knowle riences are pendently mowledge | | ursuits Look beyond sh classroom om requirements, nowledge showing nces are interest in | | 3 pts Unsatisfactory J Begins to look beyond classroom requirements, showing interest in pursuing knowledge independently | | Relies on classroom instruction only | | 1 pts Very Poor No initiative or interest in acquiring new knowledge | 6 pts |
| Student Outcome 7.2 Learn independently threshold: 4.8 pts | 6 pts Excellent Completes an assigned task independently and practices continuous improvement | 5 pts Good Completes an assigned task without supervision or guidance | 4 pts Satisfactory Requires minimal guidance to complete an assigned task | 3 pts Unsatisfactory Requires detailed or step-by-step instructions to complete a task | | y iled ep | complete a task | | 1 pts Very Poor No interest to complete a task independently | | 6 pts |
| Student Outcome 7.3 Critical thinking in the broadest context of technological change threshold: 4.8 pts | 6 pts Excellent Synthesizes and integrates information from a variety of sources; formulates a clear and precise perspective; draws appropriate conclusions | 5 pts Good Evaluate information from a variety of sources; formulates a clear and precise perspective. | 4 pts Satisfactory Analyze information from a variet sources; formulates a clear and precise perspective. | | 3 pts Unsatisfac Apply the gathered informatic formulate problem | on to | and summa the informa n to from a varie | | information | | 6 pts |
| Student Outcome 7.4 Creativity and adaptability to new and emerging technologies threshold: 4.8 pts | 6 pts Excellent Ideas are combined in original and creative ways in line with the new and emerging technology trends to solve a problem or address an issue. | 5 pts Good Ideas ar creative and adapt the new knowledge to solve a probler or address an issue | Ideas are creative in solving a | or | 3 pts Unsatisfactor Shows some creative ways solve the prol | | ini att em de cre | ots or Shows tiative and empt to velop eative ideas solve the oblem | V lo | pts fery Poor deas are opied or estated from he sources onsulted | 6 pts |