

Round 1 Proposal

R0 without budget without comment ▼

Print

Name of Developer & Institute	Prof. Kantesh Balani Indian Institute of Technology Kanpur
Name of Participating Institute	Indian Institute of Technology Kanpur
Application Type	Participating Institute
Lab Name, ID & Discipline	Python for Basic Arithmetic Operations 172 Computer Science and Engineering
Name of Experiment	viii. Constructors and Inheritance
Target Group	UG,PG

1. Focus Area

SNo.	Focus Area
1	Instrumentation and Practical skills
2	Reinforce theoretical concept

111 x 113

Prof. Sushama Deshmukh

Nov 28, 2019 23:06:55

Reinforce theoretical concept , Instrumentation and Practical skills

Resolve

Comment

111 x 113

Prof. Kantesh Balani

Dec 17, 2019 13:28:00

Issue Resolved

2. Learning Objective and Cognitive Level

SNo.	LO ID	Learning Objective	Cognitive Level	Action Verb
1	591	Student will be able to define the concepts of constructor and inheritance in Python programming language.	Recall	Define
2	592	Student will be able to describe the concepts of constructor and inheritance in Python programming language.	Understand	Describe
3	593	Student will be able to apply constructor and inheritance in various Python programs.	Apply	Apply

vlabs.iitb.ac.in/vlabs-dev/user/r1-form-proposer.php?exp_id=1410

1/3



[Prof. Kantesh Balani](#)
Dec 17, 2019 13:40:10
Issue Resolved



[Prof. Sushama Deshmukh](#)
Nov 28, 2019 23:06:55
change LO 594

Resolve

Comment

3. Instruction Strategy

Method	Assessment	Instruction Strategy
Summative Assessment	<div>1. The main objective to develop this lab is to provide an interactive source of learning for the students. The simulation that we provide fulfills our purpose.</div> <div>2. The learner will be easily able to understand Python programming language.</div> <div>3. The user will able to understand the use of constructor and inheritance.</div> <div>4. With the help of our virtual lab, students get a chance to learn Python programming language as they are provided with an interactive simulator. It is beneficial in understanding the basics of constructor and inheritance which simply cannot be understood by self-evaluation</div>	Problem Based

4. Task and Assessment Questions

LO ID	Learning Objective	Task	Assessment Question
591	Student will be able to define the concepts of constructor and inheritance in Python programming language.	To state the use of constructor and inheritance.	What is constructor? What is inheritance?
592	Student will be able to describe the concepts of constructor and inheritance in Python programming language.	To understand the use of constructor and inheritance.	Why are constructors used?
593	Student will be able to apply constructor and inheritance in various Python programs.	To apply/use constructor and inheritance in various Python programs.	What is the use of '—init—' method?

- 111 x 113

[Prof. Sushama Deshmukh](#)
Nov 28, 2019 23:06:55
Write proper action verbs in all LOs

ResolveComment
- 111 x 113

[Prof. Sushama Deshmukh](#)
Nov 28, 2019 23:06:55
Task is about, what actions students will perform in simulator for achieving LO

ResolveComment
- 111 x 113

[Prof. Sushama Deshmukh](#)
Mar 10, 2020 23:34:20
Task is about, what actions students will perform in simulator for achieving LO and how do you will check the answers of assessment questions as the questions are not MCQs.

ResolveComment
- 111 x 113

[Prof. Sushama Deshmukh](#)
Mar 10, 2020 23:35:30
Resolve the raised issues.

ResolveComment

5. Simulator Interactions

Sno	What will student do	What will simulator do	Purpose
1	1.Examine the simulator screen and take note of all the instructions. 2. Press "Start" button 3. Press "Next" button. 4. Press "Reset" button. 5. Press "Quiz" tab.	1.Display all the simulator contents. 2. Display the code in Python programming language. 3. Highlight each executing line and its output. 4. Reset the simulator for a fresh start. 5. Display the quiz questions.	1. Display simulator interface. 2. To present a code to the user for better understanding. 3. To explain the meaning of each line of code. 4. To perform a fresh experiment. 5. To perform an evaluation of the knowledge gained by the user.

Resolve

