

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	vi. Classes and Objects
Target Group	UG,PG


1. Focus Area

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

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Prof. Sushama Deshmukh

Nov 28, 2019 22:39:47

Reinforce theoretical concept , Instrumentation and Practical skills
- 


Prof. Kantesh Balani

Dec 09, 2019 16:17:21

Issue Resolved

2. Learning Objective and Cognitive Level

SNo.	LO ID	Learning Objective	Cognitive Level	Action Verb
1	587	Student will be able to describe the concepts of classes and objects in Python programming language.	Understand	Describe
2	588	Student will be able to explain the concepts of classes and objects in Python programming language.	Understand	Explain
3	589	Student will be able to apply classes and objects in various Python programs.	Apply	Apply



[Prof. Kantesh Balani](#)
Dec 09, 2019 16:23:24
Issue Resolved

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 classes and objects.</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 classes and objects which simply cannot be understood by self-evaluation.</div>	Problem Based

4. Task and Assessment Questions

LO ID	Learning Objective	Task	Assessment Question
587	Student will be able to describe the concepts of classes and objects in Python programming language.	student will click on execute button to run the program.	____ represents an entity in the real world with its identity and behaviour. a) A method b) An object c) a class d)An operator
588	Student will be able to explain the concepts of classes and objects in Python programming language.	student click on next button to see output of each step of program	____ is used to create an object. a)class b)constructor c)User defined functions d)In built functions
589	Student will be able to apply classes and objects in various Python programs.	student will enter values in text field provided.	Where does the value entered in text field of simulator gets stored in program? a. object of the class b. instance variable of class c. constructor of class d. static variable of class

111 x 113

[Prof. Kantesh Balani](#)
Dec 17, 2019 12:26:43
Issue Resolved

111 x 113

[Prof. Sushama Deshmukh](#)
Nov 28, 2019 22:39:47
Task should be aligned with LOs

111 x 113

[Prof. Kantesh Balani](#)
Dec 16, 2019 17:01:22
Issue Resolved

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

vlabs.iitb.ac.in/vlabs-dev/user/r1-form-proposer.php?exp_id=1408

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