**Round 1**

**Experiment ABCDEF Lab**

| **Discipline** | **Computer Science & Engineering** |
| --- | --- |
| **Lab** | **Database Management System** |
| **Experiment** | **Design and implementation of Library Information System.** |

**1.Focus Area :** how to manage Library Information System,Library management system allows the librarian to maintain library resources in a more operative manner that will help to save their time. .

**2.Learning Objectives and Cognitive Level**

| **Sr. No** | **Learning Objective** | **Cognitive Level** | **Action Verb** |
| --- | --- | --- | --- |
| 1. | User will be able to: Understand easily search and find the books.. | Knowledge | Student recalls or recognizes information, ideas, and principles in the approximate form in which they were learned. |
| 2. | User will be able to: Understand saves human efforts and time. | Knowledge | Student recalls or recognizes information, ideas, and principles in the approximate form in which they were learned. |
| 3. | User will be able to: Understand reduces the manual paperwork. | Analysis | Student distinguishes, classifies, and relates the assumptions, hypotheses, evidence, or structure of a statement or question. |
| 4. | User will be able to: Understand information of books has been recorded automatically . | Knowledge | Student translates, comprehends, or interprets information based on prior learning. |

**3.Instructional Strategy**

**Name of Instructional Strategy:** Problem Based

**Assessment Method:** Formative Assessment

**Description:** The Library Information System (LIS). The online public access catalog includes all the print and non-print holdings of the library. It also includes software, audio visuals and computer. The LIS is based on a MARC record and uses the NLM MESH vocabulary.

**Simulator:** The users have to first design the use case diagram, Class diagram, Activity Diagram, according to the given requirement of Library Management System. Moreover, they can evaluate their design with the solution.

**4.Task & Assessment Questions:**

| **Sr. No** | **Learning Objective** | **Task to be performed by the student in the simulator** | **Assessment Questions as per LO & Task** |
| --- | --- | --- | --- |
| 1. | Understand Case diagram- How we manage all the Library Management System. | The student will read the question Design on simulator screen. | The objective of Library binding is…….. of the library materials?Proper OrganisationAccessibilityDurabiltyHumidity |
| 2. | Understand UML Convention-  It reduces or saves human efforts and time. | Students are going to the design and configure it. | While entering the Library, the personal belongings of a reader is kept in…….  A. Cloak Room  **B. Property Counter**  C. Gate Counter  D. Store Room |

**5.Simulator Interactions:**

| **Sr.No** | **What Students will do?** | **What Simulator will do?** | **Purpose of the task** |
| --- | --- | --- | --- |
| 1. | Student will design and reduce the paper work. | Simulator screen of the experiment will open up. | To open the screen for performing the experiment. |
| 2. | Student will able to saves human efforts and time. | The question will be displayed on the Simulator screen | To understand the task |