**EXPERIMENT NUMBER –**

STUDENT’S NAME – STUDENT’S UID – CLASS AND GROUP –

SEMESTER –

TOPIC OF EXPERIMENT – AIM OF THE EXPERIMENT –

PROGRAM CODE

ERRORS ENCOUNTERED DURING PROGRAM’S EXECUTION

(Kindly jot down the compile time errors encountered)

PROGRAMS’ EXPLANATION (in brief)

OUTPUT

LEARNING OUTCOMES

1. Apply coding skills to solve application based problems on competitive platforms such as Hacker Rank/ Hacker Earth/Code Chef.
2. Understand the basic concept and structure of computer hardware
3. Identify the existing configuration of the computers and peripherals.
4. Installing and uninstalling multiple operating systems on a machine.
5. Apply their knowledge about computer peripherals to identify /rectify problems on-board.

EVALUATION COLUMN (To be filled by concerned faculty only)

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| **Sr. No.** | **Parameters** | **Maximum**  **Marks** | **Marks**  **Obtained** |
| 1. | Worksheet Completion including writing learning objective/ Outcome | 10 |  |
| 2. | Post Lab Quiz Result | 5 |  |
| 3. | Student engagement in Simulation/ Performance/ Pre Lab Questions | 5 |  |
| 4. | Total Marks | 20 |  |