

DEPARTMENT OF ISE

GOOGLE APPLIED CS WITH ANDROID FIRST WORKSHOP

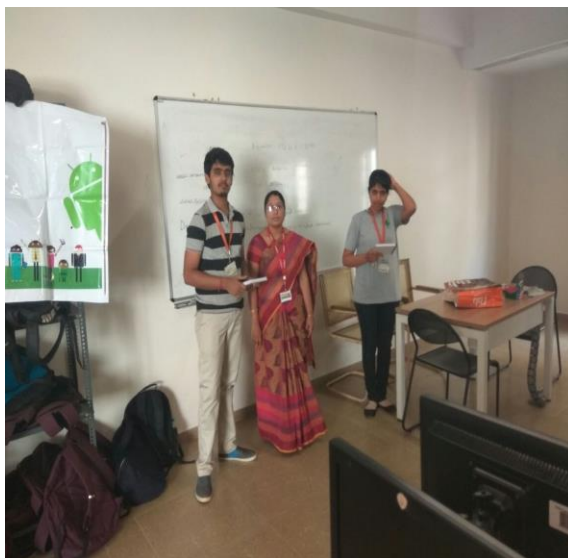
MVJ College of Engineering, Department of Information Science Engineering had organized an in-house workshop with FLIPPED CLASSROOM TECHNIQUE where students come prepared aforesaid with the concepts so that made the workshop even more interactive and not tedious. This workshop was conducted by 7TH sem ISE student Anupama R who is selected as Google student Ambassador of MVJCE to promote such workshops on students.

Previously First workshop was conducted by her for final year students during vacation period 4-7-16 to 9-7-16 ,which was includes as a success story in Google newsletter published in OCT-2016. Also around 22 students of final year got Applied CS with android course completion certificate. Most of students group also developed android app like Scarnis, Dice , Anagram , Ghost , Puzzle-8 games.

The Second in-house workshop was conducted for 2nd year and 3rd year students on the following dates 16-9-16,26-9-16,27-10-16,28-10-16,15-11-16,covering below tabled concepts and around 33 students of 5th sem and 3rd sem students got Applied CS with android course completion certificate.

Best 6 students of 5th SEM and 3rd SEM were conferred with Google goodies App user guide ,A cap and bottle.

PHOTOS:



DATE	TIMINGS	UNITS COMPLETED	OBJECTIVES ACQUIRED
16/9/16	4.00 to 5.30PM	Unit 1	In this unit they learnt about a data structure called ANAGRAM. And wrote logic for the game word match.
26/9/16	4.00 to 5.30PM	Unit 2	In this unit they learnt about the starting of android development and they designed the UI of the DICE GAME. They also cracked the logic of the game and they did the extensions which were asked to do.
27/10/16,28/10/16	4.00 to 5.30PM	Unit 3& Unit 4	In these two units they learnt about android activities and data structure like TRIE, TREE TRAVERSAL,BINARY SEARCH AND HASHMAP.They also were able to develop some working of the called GHOST.
15/11/16	4.00 to 5.30PM	Unit 5	In this unit they learnt two data structure called MINIMUM PRIORITY QUEUE and A* ALGORITHM. Students were puzzled out cracking the logic using these two data structure for the game PUZZLE 8.And few groups found the logic.

