



**Department of Computer Science and Engineering
Academic Year 2022 – 2023 (Odd Semester)**

Degree, Semester & Branch: V Semester B.E. ECE ‘B’

Course Code & Title: CS8392 Object Oriented Programming

Name of the Faculty member (s): Dr.K.Vivekrabinson, AP/CSE

Innovative Practice Description

- **Unit / Topic: Unit V / Swing Components**

- **Course Outcome: CO5**

- **Topic Learning Outcome: TLO13**

- **Activity Chosen: Mind map**

- **Justification:**

Java Swing has a variety of components to create window-based applications which is used for developing lightweight desktop application. In order to recollect how to create a particular component and its methods, mindmap is a useful one.

- **Time Allotted for the Activity: 15 Minutes**

- **Details of the Implementation:**

- Mind map is a way of linking key concepts using images, lines and links to provide visually organized information. Mind mapping uses the concept of "radiant thinking" – that is, thoughts radiate out from a single idea, often expressed as an image. Branches flow backwards and forwards from and to the central idea.
- The faculty member explained the different swing components to develop desktop applications and the constructors used to create the particular component, methods used to work with the components.
- At the end of the session, the students were asked summarize the various swing components in the form of mind map.
- The students were given time duration of 15 minutes to complete the activity.
- The students individually draw the mind map based on their level of understanding in the particular concept.
- The faculty member collected the sheets from all the students and verified the mindmap and appreciated the students who depict the concepts clearly.
- The mind maps drawn by the students are shown in Fig 1 and 2.

- **CO – PO / PSO mapping:**

CO	PO1	PO2	PO3	PO5	PO8	PO12	PSO1	PSO2	PSO3
CO5	3	3	2	1	1	1	2	1	1

(1 – Low 2 – Moderate 3 – High)

- **PO / PSO mapped:**

Innovative practice	PO1	PO2	PO3	PO8	PSO1	PSO3
	3	1	2	1	1	1
Justification	The	The	The	The	The	The

- **Reflective Critique:**

- ❖ ***Feedback of practice from students and other stakeholders:***

The faculty member verified the mindmap and the following observations were made.

- Some of the student understand the concepts clearly and depict it nicely in the mindmap.
 - Some of them need some more clarification on the swing components to understand the usage.
 - Additional examples along with methods to create can be given to make them to understand the concept easily.
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- ❖ ***Benefit of the practice:*** (E.g.: Outcome attainment would have increased due to innovative practice over conventional practice)
Through this activity, the students are able to remember and describe the various swing components and it methods clearly and they can able to construct the user Interface easily.
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- ❖ ***Challenges faced in implementation:***
 - Some of the students feel difficult to depict the concepts pictorially.
 - Some of them feel difficult to remember the methods to create swing components and the methods to process.

References:

- ❖ <https://www.ritrjpm.ac.in/images/computer-science/Mind%20Map.pdf>
- ❖ https://www.ritrjpm.ac.in/images/computer-science/5_CS8591_Mindmap.pdf

Signature of Faculty Member

HOD