



Yashoda Technical Campus, Satara

(Approved by AICTE Delhi/Approved by Govt of Maharashtra DTE) Email: principalengg_ytc@yes.edu.in
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Faculty of Engineering
Department of Computer Science and Engineering

Academic Year 2024-25

Report On

Continue Assessment Activity for Theory

Day & Date: 08/10/2024 [Tuesday] & 09/10/2024 [Wednesday]

Name of Activity: Testing Tool & Draw UML Diagrams Activity

Name of the Faculty Coordinator: Prof. Chavan V.D.

Class & Division: - T.Y.B.Tech [A & B]

Semester: - Vth

Name of subject: - Software Engineering

Subject Code: - BTCOC503

Total no of Students Present: - 138

CO and PO Mapped with activity: -

PO For Testing Tool & Draw UML Diagrams of Software Engineering

PO CO	1	2	3	4	5	6	7	8	9	10	11	12	PSO1	PSO2
BTCOC503_1	3	3	3	3	3	-	-	-	3	3	2	3	3	3

PO For Tutorial (All units):

PO -CO	1	2	3	4	5	6	7	8	9	10	11	12	PSO 1	PS O2
BTCOC503_1	3	3	3	3	3	-	-	-	3	3	2	3	3	3
BTCOC503_2	3	3	3	3	3	-	-	-	3	3	-	3	3	3
BTCOC503_3	3	3	3	3	3	-	-	-	3	3	2	3	3	3
BTCOC503_4	2	2	2	2	2	-	-	-	2	-	1	2	3	3

Rubrics of Activity: -

Rubrics for Testing Tool & Draw UML Diagrams Activity (10 Marks)

Criteria	Description	Marks (out of 10)
Content Understanding	How well the key concepts from the unit are represented	2
Representation	Use of correct navigations in draw.io	2
Creativity	Creative representation of the concepts using different system	2
Presentation Skills	Clarity of explanation, confidence, and ability to answer questions	4

Rubrics For Tutorial (10 Marks)

Criteria	Description	Marks (out of 10)
Understanding of Concepts	How well the student understands and explains the key concepts from all units	2
Clarity of answers	The assignment is well-structured, easy to follow, and neatly presented	2
Accuracy of Information	The correctness of facts, definitions, and explanations from each unit	2
Use of Diagrams or Methods	Clear, well-labelled, and relevant diagrams that help explain the concepts	2
Timely Submission	The assignment is submitted on or before the due date	2

Objectives:

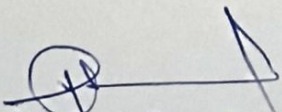
1. How well the key concepts from the unit are represented
2. Use of correct navigations in draw.io
3. Creative representation of the concepts using different system
4. Clarity of explanation, confidence, and ability to answer questions

Outcomes:

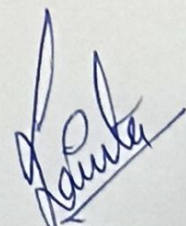
1. Students demonstrate a clear understanding of the topic.
2. Students develop effective communication skills, articulating their ideas in coding techniques and thoughts clearly and confidently in Project point of views.
3. Students become more confident and proficient in developed their own project and published the same.
4. Students build confidence in their ability to present and communicate their ideas

Photographs: -




Subject Teacher




HOD
T.U.D.

Computer Science & Engg.
✓ SPM'S Yashoda Technical Campus, Satara



NAME: Siddharth Mayappa Bodge

Roll_No: 30

PRN: 2267571242031

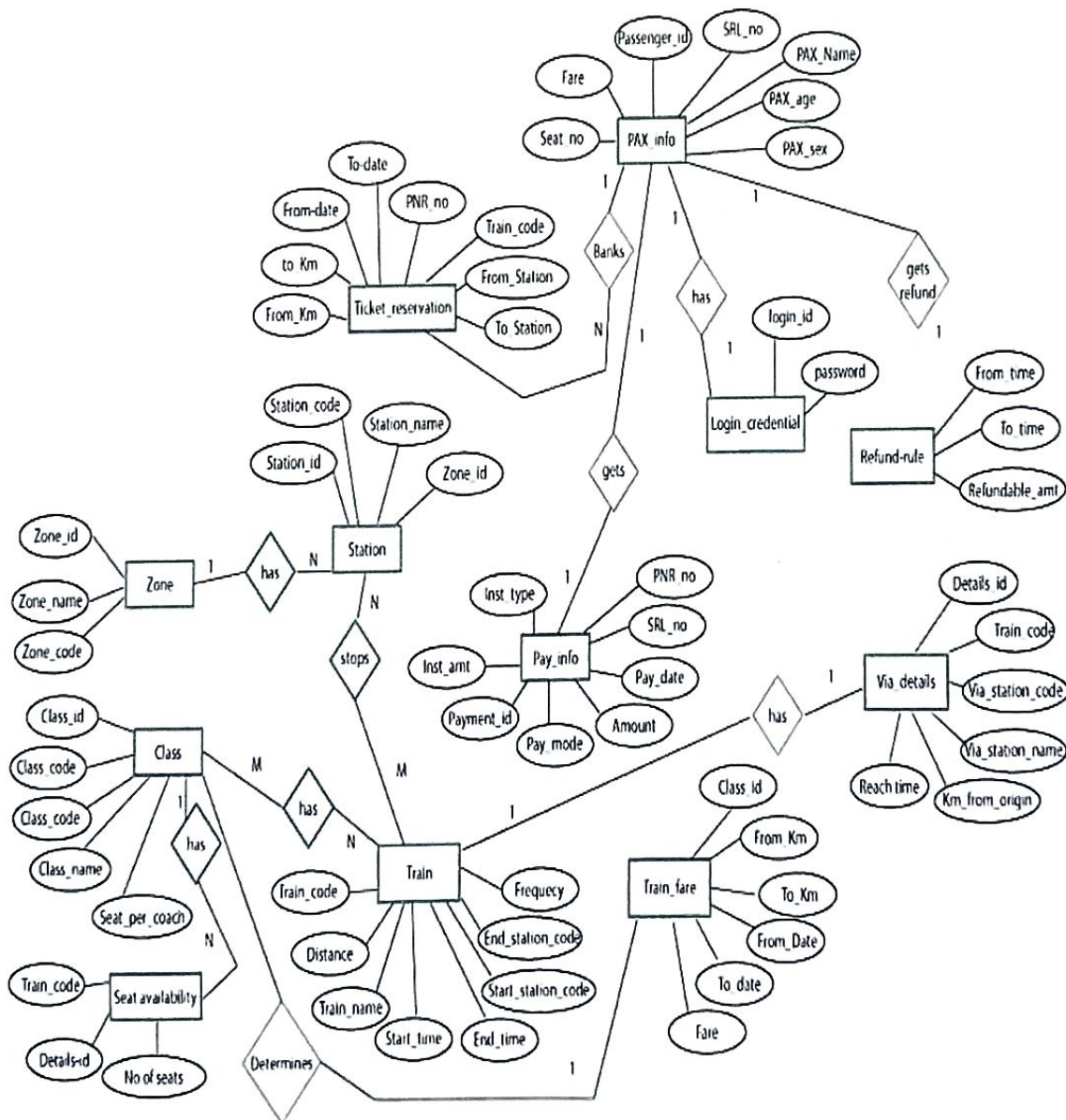
Department: Computer Science & Engineering

Subject: Software Engineering

CAS Activity(ER Diagrams)

Mentor Name: Prof. V.D.Chavan

ER Diagram:





Yashoda Shiksha Prsarak Mandals

Yashoda Technical Campus

Approved by AICTE Delhi/ Govt. of Maharashtra/ Accredited by NAAC
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Faculty of Engineering

Department of Computer Science and Engineering

Name of Faculty: Prof. Chavan V.D.

Academic Year: 2024-25

Subject: Software Engineering (BTCOC503)

Semester: Vth

Class: T.Y.B.Tech

Div : A & B

Planned Duration: 01-08-2024 to 22-11-2024

Rubrics for Testing Tool & Draw UML Diagrams Activity (10 Marks)

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Rubrics For Tutorial (10 Marks)

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Use of Diagrams or Methods	Clear, well-labelled, and relevant diagrams that help explain the concepts	2
Timely Submission	The assignment is submitted on or before the due date	2

Vision of the Department

To lead in technical, quality education, innovation, research for development of sustainable & inclusive technology for the society.

Mission of the Department

- **M1:** To create ambience of academic excellence through state of art infrastructure
- **M2:** To create student-centric pedagogy that will lead to employability.
- **M3:** To create a software engineering professional with knowledge of multidisciplinary fields, can provide innovative products & service to society.
- **M4:** To train and motivate the students for lifelong learning, employability, and entrepreneurship



Department of Computer Science and Engineering

Rubric for Practical Activity (30 Marks)

Criteria	Description	Marks
Testing Tool	The tool was selected for its relevance to the project/application.	10
Implementation	This report evaluates the effectiveness of Testing Tool, a type of testing tool used for specific testing purposes.	20


Subject Teacher

Academic Coordinator




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H.O.U.

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