# **Innovative Teaching and Learning Practices**

## **Innovative Teaching Approaches in Object Oriented Programming in Java**

Name of Faculty Member(s): Varsha R. Dange

**Department:** Information Technology

Course: OOP [CS2218] Semester/Year: 23-24

#### 2. Objective of the Practice

The main objective is to enhance students' understanding of Object Oriented Programming through interactive learning techniques and give them practical exposure by conducting Gaming Quizzes, Close Test.

#### **Specific Objectives:**

- 1. To improve the conceptual understanding OOP.
- 2. To develop practical skills in Java programming.
- 3. To apply theoretical knowledge to real-world application.

## 3. Description of the Practice

#### **Context:**

There was a growing need for students to apply theoretical knowledge in practical situations, especially in Object-Oriented Programming (OOP) with Java, where real-world applications often involve complex system designs and problem-solving. Traditional lectures were insufficient for capturing the dynamic and flexible nature of OOP concepts, leading to the introduction of innovative methods for hands-on learning and implementation.

#### Methodology:

### • Competitive programming platform: HackerRank, Leetcode , Codeninja

Working on problem statements from competitive programming platforms like HackerRank and CodeNinja for Java enables students to refine their coding skills, improve problem-solving abilities, and deepen their understanding of algorithms and data structures.

Hackerrank profile: https://www.hackerrank.com/profile/apoorvavpendse

Leetcode: <a href="https://leetcode.com/u/rugved0102/">https://leetcode.com/u/rugved0102/</a>

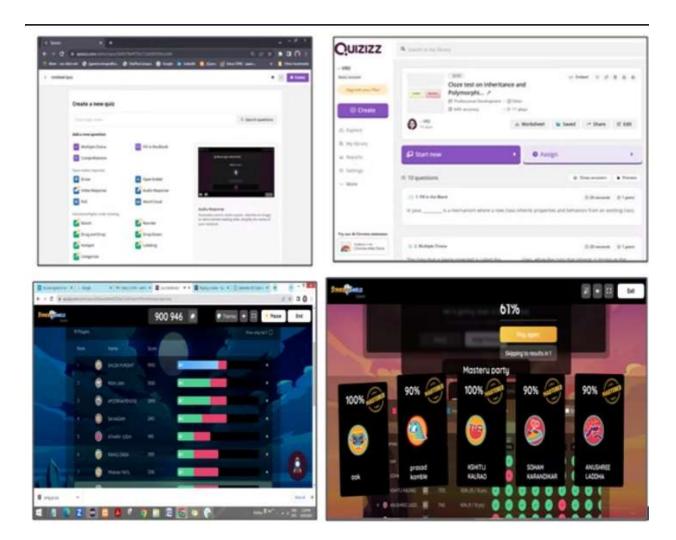






# • Gaming Quiz based on the concept of Interface and Polymorphism :

A gaming quiz based on the concepts of Interface and Polymorphism helps students reinforce their understanding of these key object-oriented programming principles in an engaging way. It encourages critical thinking, improves problem-solving skills, and makes learning interactive and fun, which leads to better retention of the concepts.



## • Close Test on Java String:

A cloze test on Java Strings helps students enhance their coding accuracy, reinforces their understanding of string manipulation methods, and improves their ability to solve real-world programming problems. It encourages attention to detail and strengthens their grasp of string-related concepts in Java.

• **Hands-on Projects:** Students are assigned to design and implement a Real world problem for a hypothetical company. They work in teams and present their work along with expected result..

• Application Simulations: IDE tools like VSCODE, Eclipse and InteliJ for Java and Tools like MySQL Workbench and MongoDB are used for running real-time applications and experiments.

#### **Duration:**

The practice is implemented over the entire semester, with specific milestones for projects and periodic assessments for practical skills.

Resources Required: VSCODE, Eclipse Or InteliJ

#### **Stakeholders Involved:**

- **Students:** Engage in hands-on learning and projects.
- Faculty: Guide students through theoretical concepts and practical applications.
- **Industry Partners:** Provided the time to time suggestions to the students regarding their projects.

## 4. Outcomes and Impact

## **Learning Outcomes:**

- **Better Problem-Solving Skills:** Students learn to think critically and tackle difficult problems through hands-on activities.
- **Stronger Understanding of Concepts:** Quizzes and tests help students grasp important topics like interfaces, polymorphism, and Java strings more effectively.
- **Improved Coding Skills:** Working on coding challenges on platforms like HackerRank and Leetcode makes students better and faster at writing code.
- **Ready for Job Interviews:** These activities prepare students for technical interviews by boosting their problem-solving speed and confidence in coding.
- **More Engagement:** Fun and interactive learning methods keep students interested and help them remember what they learn.
- **Growth Mindset:** The competitive environment encourages students to keep learning and improving, which is crucial for success in programming careers.

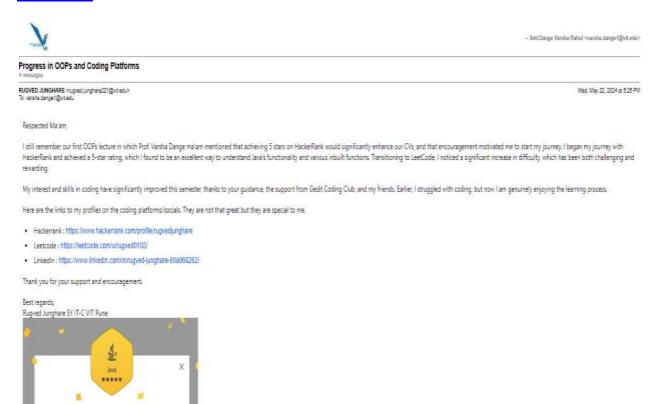
These outcomes are measured through project evaluations, lab exams, and practical demonstrations of Java Programming.

#### **Student Feedback:**

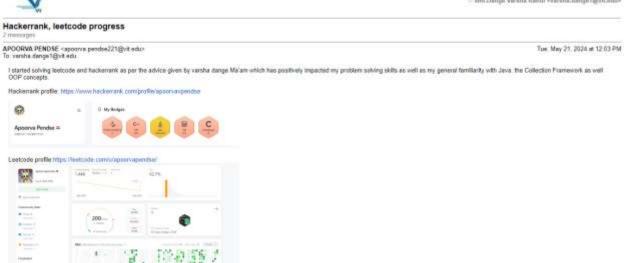
- Engaging Learning: Many students found the activities fun and engaging, which made learning more enjoyable.
- **Real-World Application:** Students appreciated how these activities helped them apply theoretical knowledge to practical situations.
- **Confidence Boost:** Participants reported feeling more confident in their coding skills and problem-solving abilities after completing the tasks.
- Collaborative Learning: Some students enjoyed working in teams during competitive programming, fostering collaboration and teamwork.

#### **Student's** Feedback:

Congrats!







## **Impact on Learning:**

- Enhanced engagement and interest in the subject.
- Improved performance in practical assignments compared to previous semesters.
- Greater understanding of the concepts.

# **Innovative Teaching and Learning Practices**

#### **Innovative Teaching Approaches in Object Oriented Programming in Java**

Name of Faculty Member(s): Varsha R. Dange

**Department:** Information Technology

Course: OOP [CS2218] Semester/Year: 23-24

#### 2. Objective of the Practice

The main objective is to enhance students' understanding of Object Oriented Programming through interactive learning techniques and give them practical exposure by conducting Gaming Quizzes, Close Test.

#### **Specific Objectives:**

- 4. To improve the conceptual understanding OOP.
- 5. To develop practical skills in Java programming.
- 6. To apply theoretical knowledge to real-world application.

## 3. Description of the Practice

#### **Context:**

There was a growing need for students to apply theoretical knowledge in practical situations, especially in Object-Oriented Programming (OOP) with Java, where real-world applications often involve complex system designs and problem-solving. Traditional lectures were insufficient for capturing the dynamic and flexible nature of OOP concepts, leading to the introduction of innovative methods for hands-on learning and implementation.

## **Methodology:**

### • Competitive programming platform: HackerRank, Leetcode ,Codeninja

Working on problem statements from competitive programming platforms like HackerRank and CodeNinja for Java enables students to refine their coding skills, improve problem-solving abilities, and deepen their understanding of algorithms and data structures.

Hackerrank profile: <a href="https://www.hackerrank.com/profile/apoorvavpendse">https://www.hackerrank.com/profile/apoorvavpendse</a>

Leetcode: <a href="https://leetcode.com/u/rugved0102/">https://leetcode.com/u/rugved0102/</a>

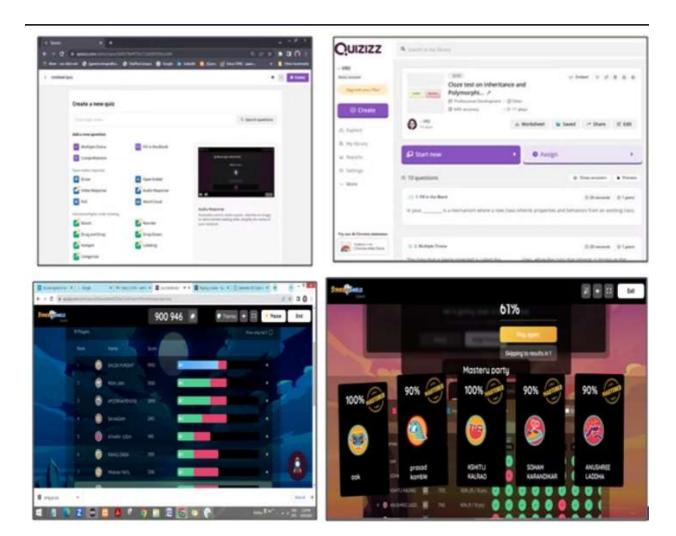


#### Leetcode profile: https://leetcode.com/u/apoorvapendse/



# • Gaming Quiz based on the concept of Interface and Polymorphism :

A gaming quiz based on the concepts of Interface and Polymorphism helps students reinforce their understanding of these key object-oriented programming principles in an engaging way. It encourages critical thinking, improves problem-solving skills, and makes learning interactive and fun, which leads to better retention of the concepts.



# • Close Test on Java String:

A cloze test on Java Strings helps students enhance their coding accuracy, reinforces their understanding of string manipulation methods, and improves their ability to solve real-world programming problems. It encourages attention to detail and strengthens their grasp of string-related concepts in Java.

• **Hands-on Projects:** Students are assigned to design and implement a Real world problem for a hypothetical company. They work in teams and present their work along with expected result..

• **Application Simulations:** IDE tools like VSCODE, Eclipse and InteliJ for Java and Tools like MySQL Workbench and MongoDB are used for running real-time applications and experiments.

#### **Duration:**

The practice is implemented over the entire semester, with specific milestones for projects and periodic assessments for practical skills.

Resources Required: VSCODE, Eclipse Or InteliJ

#### **Stakeholders Involved:**

- **Students:** Engage in hands-on learning and projects.
- Faculty: Guide students through theoretical concepts and practical applications.
- **Industry Partners:** Provided the time to time suggestions to the students regarding their projects.

## 4. Outcomes and Impact

## **Learning Outcomes:**

- **Better Problem-Solving Skills:** Students learn to think critically and tackle difficult problems through hands-on activities.
- Stronger Understanding of Concepts: Quizzes and tests help students grasp important topics like interfaces, polymorphism, and Java strings more effectively.
- **Improved Coding Skills:** Working on coding challenges on platforms like HackerRank and Leetcode makes students better and faster at writing code.
- **Ready for Job Interviews:** These activities prepare students for technical interviews by boosting their problem-solving speed and confidence in coding.
- **More Engagement:** Fun and interactive learning methods keep students interested and help them remember what they learn.
- **Growth Mindset:** The competitive environment encourages students to keep learning and improving, which is crucial for success in programming careers.

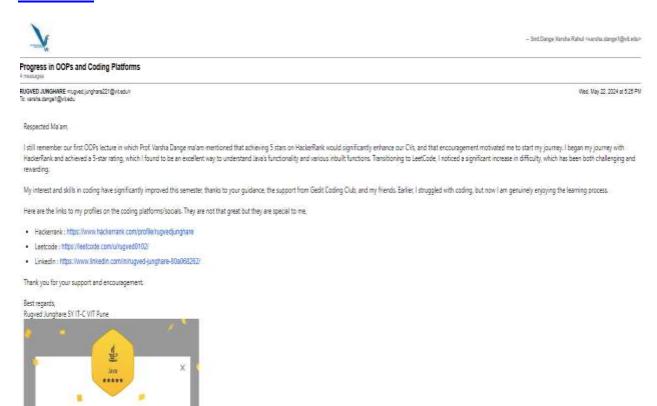
These outcomes are measured through project evaluations, lab exams, and practical demonstrations of Java Programming.

#### **Student Feedback:**

- Engaging Learning: Many students found the activities fun and engaging, which made learning more enjoyable.
- **Real-World Application:** Students appreciated how these activities helped them apply theoretical knowledge to practical situations.
- **Confidence Boost:** Participants reported feeling more confident in their coding skills and problem-solving abilities after completing the tasks.
- Collaborative Learning: Some students enjoyed working in teams during competitive programming, fostering collaboration and teamwork.

#### **Student's** Feedback:

Congrats!



Tue: May 21, 2024 at 12 03 PM





- Enhanced engagement and interest in the subject.
- Improved performance in practical assignments compared to previous semesters.
- Greater understanding of the concepts.

Peer review Feedback Link -

https://docs.google.com/forms/d/1NFcPCiPLEMniwJZqiiG7q8YsUnyeaVCXOdaNw3Ydw5g/edit