



CMS COLLEGE KOTTAYAM (AUTONOMOUS)

Affiliated to the Mahatma Gandhi University, Kottayam, Kerala

BACHELOR OF COMPUTER APPLICATION (BCA)

Starts on 2nd December 2019

**Value Added Course for BCA 2nd Year Students
PYTHON PROGRAMMING**



BCA Semester IV

ADD ON COURSE: Python for IOT

PROGRAMME SPECIFIC OUTCOMES (PSO)

| PSO No. | <i>Intended Programme Specific Outcomes Upon completion of Bachelor of Computer Applications Programme, the graduates will be able to:</i> | GPO No. |
|---------|---|---------|
| PSO-1 | Apply knowledge of mathematics, management, logic and allied engineering subjects as applicable to Computer Science and Engineering | 1 |
| PSO-2 | Understand how to identify, formulate and design solutions in the areas of Computer Science and Engineering | 1 |
| PSO-3 | Demonstrate the abilities to design and develop algorithms and implement them as programs, with analysis and interpretation of data | 1 |
| PSO-4 | Develop skills in software development so as to enable the graduates to take up employment/self-employment in local, Indian & global software market | 1 |
| PSO-5 | Address the challenges of complex and computation intensive problems | 1,2 |
| PSO-6 | Learn theoretical foundations of different branches of Computer Science so that students can pursue for higher studies | 1 |
| PSO-7 | Adopt any modern engineering tool or software for analyzing and solving various computer engineering problems | 1,2 |
| PSO-8 | Have the knowledge of contemporary issues and able to apply various software engineering approaches for project management | 1,2,3 |
| PSO-9 | Understand the impact of professional engineering solutions in environmental contexts and the need for sustainable development. | 1,2,3 |
| PSO-10 | Tackle the real life problems using the internationally accepted latest technologies | 1,3 |
| PSO-11 | Communicate effectively on complex programming activities with the IT community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions. | 1,3,5 |
| PSO-12 | Enhance Employability by developing leadership, effective communication & time management skills and also by incorporating ethics & team work ability | 3-6 |
| PSO-LG | Organize and deliver relevant applications of knowledge through effective written verbal, graphical/ virtual communication and interact productively with people from diverse background. | 3 |

| Course | Details |
|---------------|-------------------------|
| Code | |
| Title | Python for IOT |
| Degree | BCA |
| Branch(s) | Computer Science |
| Year/Semester | Sixth semester |
| Type | Addon |
| Credits | 2 |

Advantages of Learning Python

Simplicity of Python compared to other programming platforms.

Availability of huge open source Libraries and Frameworks

Easy to develop applications for Data Science, Machine Learning and Web Development

| SL. No. | <i>Course Objectives</i> <i>Upon completion of this course, the students will be able to:</i> |
|---------|--|
| 1 | Design Python Programmers for real life problems. |
| 2 | Develop Prototypes quickly because it is so easy to work with. |
| 3 | Design GUI interface |

| CO No. | <i>Expected Course Outcomes</i> <i>Upon completion of this course, the students will be able to:</i> | Cognitive Level | PSO No. |
|--------|---|-----------------|---------|
| 1 | Understand fundamental concepts of Python | R | 1,2 |
| 2 | Develop programmes using the Expressive Language approach of Python Programming | C | 1,2 |
| 3 | Develop programmes using Object Oriented programming principles using Python | C | 1,2,4,9 |
| 4 | Design GUI interface using GUI programming | C | 1,2,4,9 |

Hours:2 hours /week

*Total Hours: 36 (Including Seminar and formative assessment)

| Module | Course Description | Hrs | CO.No. |
|------------|------------------------|-----------|--------|
| 1.0 | Overview | 12 | |
| 1.1 | Environment | 1 | 1 |
| 1.2 | Basic Syntax | 1 | 1 |
| 1.3 | Variable types | 1 | 1 |
| 1.4 | Basic Operators | 1 | 1 |
| 1.5 | NET Framework features | 1 | 1 |
| 1.6 | Installing Python | 1 | 1 |
| 1.7 | Very simple Programs | 1 | 1 |

| | | | |
|------------|--------------------------|-----------|---|
| 1.8 | Scripts Loops | 1 | 2 |
| 1.9 | Conditional functions | 1 | 2 |
| 1.10 | Tuples | 1 | 2 |
| 1.11 | Lists | 1 | 2 |
| 1.12 | Dictionaries for loop | 1 | 2 |
| 1.13 | Classes | 1 | 2 |
| 1.14 | Importing modules | 1 | 2 |
| 1.15 | File I/O Error Handling | 1 | 2 |
| 2.0 | Structures | 12 | |
| 2.1 | If .. else | 1 | 3 |
| 2.2 | While loop | 1 | 3 |
| 2.3 | For loop | 1 | 3 |
| 2.4 | Loop control | 1 | 3 |
| 2.5 | Numbers, Strings,Lists | 2 | 3 |
| 2.6 | Tuples | 2 | 3 |
| 2.7 | Dictionary | 2 | 3 |
| 2.8 | Date and Time | 1 | 3 |
| 3.0 | Advanced features | 12 | |
| 3.1 | Function | 1 | 3 |
| 3.2 | Modules | 1 | 3 |
| 3.3 | Files I/O | 1 | 3 |
| 3.4 | Exceptions | 2 | 3 |
| 3.5 | Classes/Objects | 2 | 3 |
| 3.6 | Reg Expressions | 1 | 3 |
| 3.7 | GUI Programming | 2 | 4 |

Reference Book

1. Dr. John M. Zelle, Franklin, Beedle & Associates Inc., **Python Programming: An Introduction to Computer Science.**
2. Allen B. Downey, Green Tea Press, **Think Python**

Teaching and learning Methods

- Practical oriented teaching
- ICT enabled classes
- Activity oriented modules such as stage performance, talk show, seminars, classes by experts in the domain and speeches.
- Outdoor classes for effective applications of photography and videography.
- Familiarize online certification organizations

Evaluation Methods

- Performance may be evaluated based on Discussions, lab exercises, demonstration, quizzes, creative assignments, module exams and group task.
- All types of performances are mapped to the respective cognitive levels of course outcome.
- At the end of each module there will be a composite test consisting of theory,

practical and viva.

- A maximum 5 mark is given for meeting the criteria of each cognitive level, as shown below in Table 1. Note that levels below 'Apply' are not rewarded here.

Table: 1

| Cognitive Level | End Module Tests (Max 5 marks) |
|------------------------|--|
| Remember | |
| Understand | |
| Apply | 5 |
| Analyze | 5 |
| Evaluate | 5 |
| Create | 5 |

- Continuous evaluation is based on
 1. Assignment/Seminar
 2. Individual task
 3. Group task.
- Each of the above has a **1** or **0** one cognitive point, whether one has accomplished the cognitive level or not. This is explained in the following table.

Table: 2

| Cognitive Level | Assignment (0 or 1mark) | Individual Task (0 or 1mark) | Group task (0 or 1mark) |
|------------------------|-------------------------------------|--|-------------------------------------|
| Remember | | | |
| Understand | | | |
| Apply | 1 | 1 | 1 |
| Analyze | 1 | 1 | 1 |
| Evaluate | 1 | 1 | 1 |
| Create | 1 | 1 | 1 |
| Total Cognitive Points | 4 | 4 | 4 |

Table 3: Module Cognitive Level Indicator

| Outcome | MODULE Name/Number | | | | |
|----------------|-------------------------------------|--|-------------------------------------|--|---|
| | Assessment (0 or1 point) | Individual Task (0 or1 point) | Group task (0 or1 point) | End Module Test (Max. 5 points) | Module cognitive point (Max. 8 points) |
| Remember | | | | | |
| Understand | | | | | |
| Apply | 1 | 1 | 1 | 5 | 8 |
| Analyse | 1 | 1 | 1 | 5 | 8 |
| Evaluate | 1 | 1 | 1 | 5 | 8 |
| Create | 1 | 1 | 1 | 5 | 8 |

Table 3: Consolidated Cognitive Level Indicator

| Cognitive Level | Module I (Max. 8 points) | Module II (Max. 8 points) | Module III (Max. 8 points) | Total Cognitive points (Max. 8 points) | Attendance (Max. 4 marks) | Total Marks (Max. 100) |
|------------------------|-------------------------------------|--------------------------------------|---------------------------------------|---|--------------------------------------|-----------------------------------|
| Remember | | | | | 4 | 100 |
| Understand | | | | | | |
| Apply | 8 | 8 | 8 | 24 | | |
| Analyse | 8 | 8 | 8 | 24 | | |
| Evaluate | 8 | 8 | 8 | 24 | | |
| Create | 8 | 8 | 8 | 24 | | |

Grading is done similar other courses based on the Total Mark.

School.....for.....20



| 3. Total No. of working days during the educational year 2) | 30 | 300 |
|---|----|-----|
| | | |

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| | | |
|-------------|----------|----------------------------|
| School..... | for..... | 20..... |
| | | Participants of other..... |



H. Minter / H. J. Janssen / H. J. Janssen

Department of Computer Science
Value Added Course on Python Programming

Report

Introduction

'Value Added Course' is a measure of how much improvement students make compared to their peers in other colleges. Value Added Course reflects how much 'value' a department adds to its students, by comparing students' achievement levels before they begin their course to their performance when they finish. This report underlines how the **Value Added Course on Python Programming** empowered the students by adding value.

Python

Value Added Course on Python Programming is chosen because the popularity of the language is soaring and thereby the opportunities in Python programming are amplifying. Therefore the course is framed to supplement the curriculum to make students better prepared to meet industry demands as well as develop their own interests and aptitudes.

Python is a general-purpose interpreted programming language used for web development, machine learning, and complex data analysis. Python is considered as a perfect language and it is easy to learn and understand. Moreover Python programming is recommended as a tool to learn the art of programming.

Syllabus of the Course

Syllabus of the course is attached with this report. The syllabus is drafted to fulfill the objectives: i) Design Python Programs for real life problems, ii) Develop Prototypes quickly, iii) Design GUI interface.

Teaching and Learning Strategy

'Outcome-Based Education' (OBE) model is adopted for all teaching and learning sessions. Outcome-based education is a model of education which is in favor of making students demonstrate that they "know and are able to do" whatever the required outcomes are.

The prescribed syllabus is divided into **Three Modules** and each module is divided into different **sub-modules**. We call these sub modules as **Learning Objects (LO)**. Learning objects are small stand-alone 'chunks' of information designed to be easily studied, reused and repackaged to meet the needs. In other words a learning object is defined as "a collection of content items, practice items, and assessment items that are combined based on a single learning objective".

Since the term originates from "object-oriented" programming, BCA students are comfortable with this term Learning Object. *Moreover it is significant to note that, Python is a very good Object Oriented Programming Language.*

The prescribed syllabus is divided into three modules and different sub-modules. The pedagogy of the course is designed in such a way that learner attain the specific cognitive level which is mapped with a particular sub-module. As the course is meant for value addition, only the higher cognitive level namely Apply (Ap), Analyze (An), Evaluate (E) and Create (C) are expected.

Innovative methods

We have adopted the innovative teaching methods which are suitable for learning Python Programming and prototype developing. The methods are Peer Assisted Learning, Problem Based Learning, Team Based Learning, Small Group Discussions, Flipped Classroom Projects, and Computer Assisted Method of Teaching.

Student Groups

The students are divided into Seven Groups in order to manage the group based learning activity and it is found that this type of grouping is very effective. N M AJMAL ISMAIL, EBEN ABRAHAM JACOB, P R SIVAPRASAD, SAVIYO THOMAS, SAM SREEHARI T, JOHITH JOHN S DANIEL, and SHARON SHAJAN were the selected group leaders.

Infrastructure

To make the student feel the impact of value addition, all the classes are arranged in the Computer Software Lab. A computer with internet facility is assigned to each student. The lab is also provided with multimedia projection facility.

Conduct of the Classes

Inauguration

The Value Added Course has started on 2nd December 2019. The course has been inaugurated by Prof. Mathew C. Mathew, HOD of Computer Science in presence of all the Faculty and students. In his speech he emphasized the significance and benefits of Value Addition & Innovative Learning Methods. (See Appendix Pic 1)

Module I

Appendix Photos



HOD inaugurating the Value Added Course



Sharon Group presenting the outcome of their group discussion



Felicitor responding to the Flip Classroom presentation of Sam Sreehari Group

M. J. Del

