MALLA REDDY COLLEGE OF ENGINEERING &TECHNOLOGY

(Autonomous Institution – UGC, Govt. of India)

Sponsored by CMR Educational Society

(Affiliated to JNTU, Hyderabad, Approved by AICTE - Accredited by NBA & NAAC - „A" Grade - ISO 9001:2015 Certified)
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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

INNOVATIVE CLASSROOM TEACHING

2023-24

ROLE PLAY

Department of Computer Science and Engineering

Name of the Activity: ROLE PLAY
Academic Year: 2023-24
Subject Name: Software Engineering

SDLC Role Play

A team consisting of 4 to 6 students (Max 8 students per team) are selected by faculty . Such a team will have students playing the following roles : Client – Faculty who is conducting role play. (SRS)Project manager(s), Analyst(s), Developer(s), Tester(s).

Role Description–Project Manager Project Manager is the person who manages a project. This includes leading the planning and the development of all project deliverables. The project manager is responsible for managing the budget and schedule and all project management procedures (scope management, issues management, risk management, etc.).

Role Description-Analyst

Analyst is responsible for capturing and documenting business requirements from the clients. For some cases, analyst is also responsible for creation of technical solution document, high level design document, and detail design document. Analyst(s) should submit the following documents for assignment #1:High level design document Detail design document

Role Description-Developer

Developer is responsible for the actual building of the solution (coding the software), and performs unit testing too. Developer(s) should complete coding and unit testing of the software, and support tester during test phase.

Role Description-Tester

Tester is responsible for system testing, and ensures that the solution meets the business requirements and that it is free of errors and defects. Tester(s) should submit the following documents for assignment #1:Test plan Test cases ,Software defect log.

Objectives:

1. To make student understand SDLC process.
2. To understand the work products and process of software engineering.
3. To make them learn collaborative working nature .
4. To enhance interpersonal communication skills.

Details of Activity:

Sl.No.	Class	Section	Faculty	Date	
1	II/I	A	Dr.Sambasivudu	15/11/23	1
2	II/I	B	Mrs.Bharathi	13/11/23	2
3	II/I	C	Mrs.T.Padmaja	16/11/23	3
4	II/I	D	Mrs.R.Radha	17/11/23	4

II A

Name of the Activity: Role Play

Faculty Name: Ms. N. Bharathi

Class/ Semester: III/I CSE-A

Academic Year: 2023-24

Subject Name: Software Engineering
Date: 22/09/2023

Topic: Process Models

 Students were conducted an activity named Role Play where topics are explained by one of the student using Role Play and remaining students try to guess the topic, on the topics Process Models. The activity comprised of concepts of Process Models.

Objective:

To assess the students' comprehension of process models and encourage them to learn Software Engineering principles. Also meet the understanding of the subject such as knowledge of the concepts of Process Models , learn the usage of their applications in various fields and to develop the competitive skill among students.

LIST OF PARTICIPANTS

ROLE PLAY ACTIVITY		
SOFTWARE ENGINEERING		
ROLLNO	NAME	THEME
21N31A0507	A.Sasank	Process Models
21N31A0510	A.Sai Shivani	
21N31A0513	A.Sree kanta vallabesh	
21N31A0515	B.Naga sai	
21N31A0524	B.Abhilash	
21N31A0532	B.Mahender	
21N31A0554	Durgesh pratap singh	
21N31A0565	G.Shashikanth goud	

Hyderabad, Telangana, India
HF63+MVJ, Maisammaguda, Dulapally, Hyderabad, Telangana 500043, India
Lat 17.561587°
Long 78.455036°
22/09/23 03:13 PM GMT +05:30

ROLE PLAY   **PROCESS MODELS**   **DATED: 22/09/2023**

<div align="right">BY</div>

21N31A0507	A.Sasank
21N31A0510	A.Sai Shivani
21N31A0513	A.Sree kanta vallabesh
21N31A0515	B.Naga sai
21N31A0524	B.Abhilash
21N31A0532	B.Mahender
21N31A0554	Durgesh pratap singh
21N31A0565	G.Shashikanth goud

ROLE PLAY   **PROCESS MODELS**   **DATED: 22/09/2023**

BY

21N31A0507	A.Sasank
21N31A0510	A.Sai Shivani
21N31A0513	A.Sree kanta vallabesh
21N31A0515	B.Naga sai
21N31A0524	B.Abhilash
21N31A0532	B.Mahender
21N31A0554	Durgesh pratap singh
21N31A0565	G.Shashikanth goud

Hyderabad, Telangana, India
1st floor, MRCET Placement block, Maisammaguda, Dulapally, Hyderabad, Telangana 500043, India
Lat 17.561808°
Long 78.455102°
22/09/23 03:11 PM GMT +05:30

ROLE PLAY **PROCESS MODELS** **DATED: 22/09/2023**

BY

21N31A0507	A.Sasank
21N31A0510	A.Sai Shivani
21N31A0513	A.Sree kanta vallabesh
21N31A0515	B.Naga sai
21N31A0524	B.Abhilash
21N31A0532	B.Mahender
21N31A0554	Durgesh pratap singh
21N31A0565	G.Shashikanth goud

Hyderabad, Telangana, India
HF63+MVJ, Maisammaguda, Dulapally, Hyderabad, Telangana 500043, India
Lat 17.561616°
Long 78.45498°
22/09/23 03:20 PM GMT +05:30

ROLE PLAY   **PROCESS MODELS**   **DATED: 22/09/2023**

BY

21N31A0507	A.Sasank
21N31A0510	A.Sai Shivani
21N31A0513	A.Sree kanta vallabesh
21N31A0515	B.Naga sai
21N31A0524	B.Abhilash
21N31A0532	B.Mahender
21N31A0554	Durgesh pratap singh
21N31A0565	G.Shashikanth goud

Name of the Activity: Role Play

Faculty Name: Ms. P.L. Shailaja

Class/ Semester: III/I CSE-B

Academic Year: 2023-24

Subject Name: Software Engineering
Date: 22/09/2023

Topic:

Students were conducted an activity named Role Play where topics are explained by one of the student using Role Play and remaining students try to guess the topic, on the topics Process Models. The activity comprised of concepts of Waterfall Models, Evolution of AI, UML Diagrams, Phases of software Engineering.
Objective:

To assess the students' comprehension of Waterfall Models, Evolution of AI, UML Diagrams, Phases of software Engineering and encourage them to learn Software Engineering principles. Also meet the understanding of the subject such as knowledge of the concepts of Process Models , learn the usage of their applications in various fields and to develop the competitive skill among students.

LIST OF PARTICIPANTS

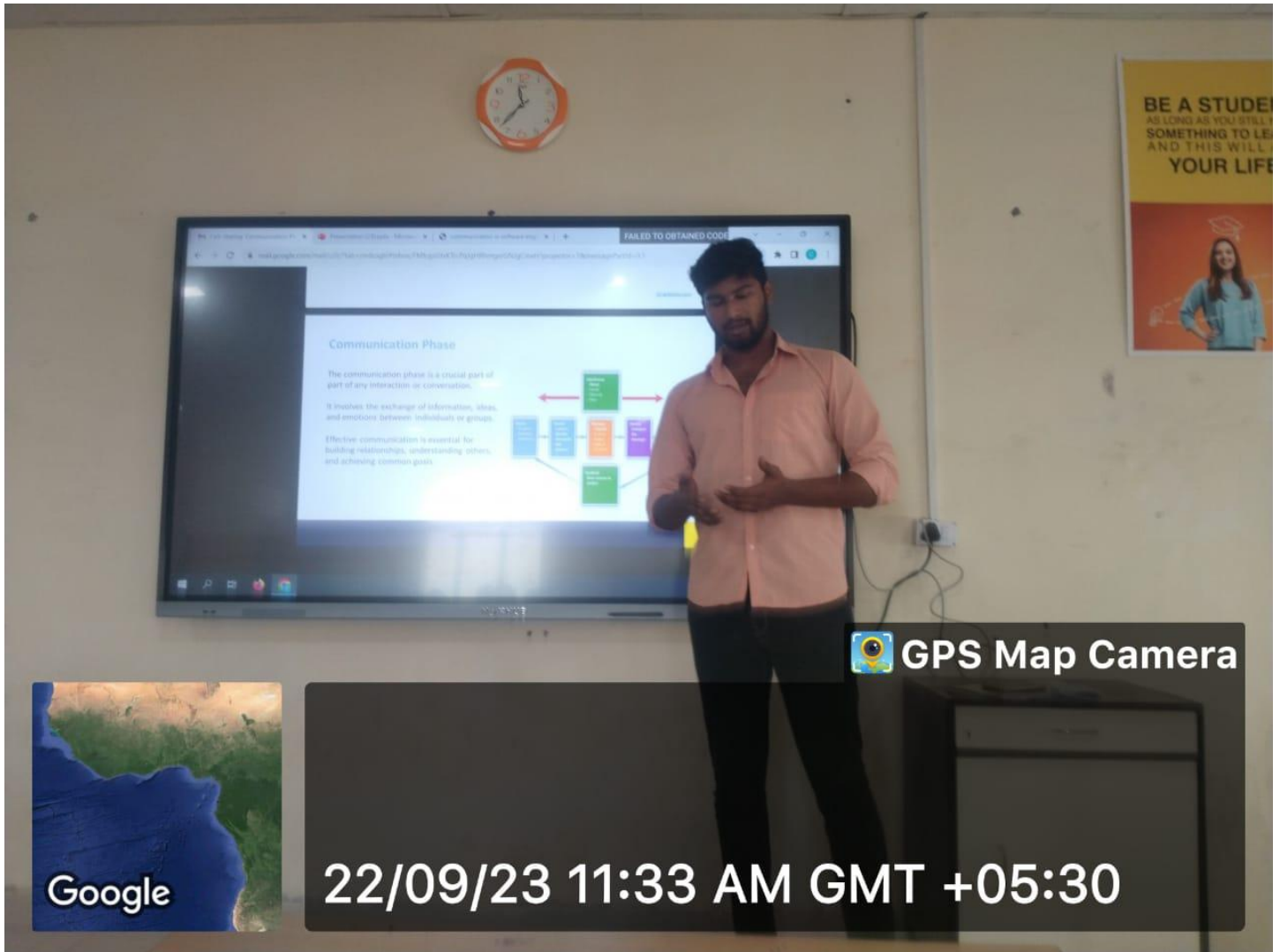| SOFTWARE ENGINEERING			
ROLL NO	**NAME**	**TOPIC**	**TEAM**
21N31A0586	J Mahesh	5 Phases of Software Engineering	B1
21N31A0597	K Sathvika	Waterfall model	B2
21N31A0598	K Hemima		
21N31A0595	K Anusha		
21N31A0599	K Sri Keerthi	Evolution of AI	B3
21N31A05C4	K Poojitha	UML Diagrams	B4
21N31A0573	G Shrimayi	Functional and Non Functional Requirements	B5
21N31A05A9	K Sravani		
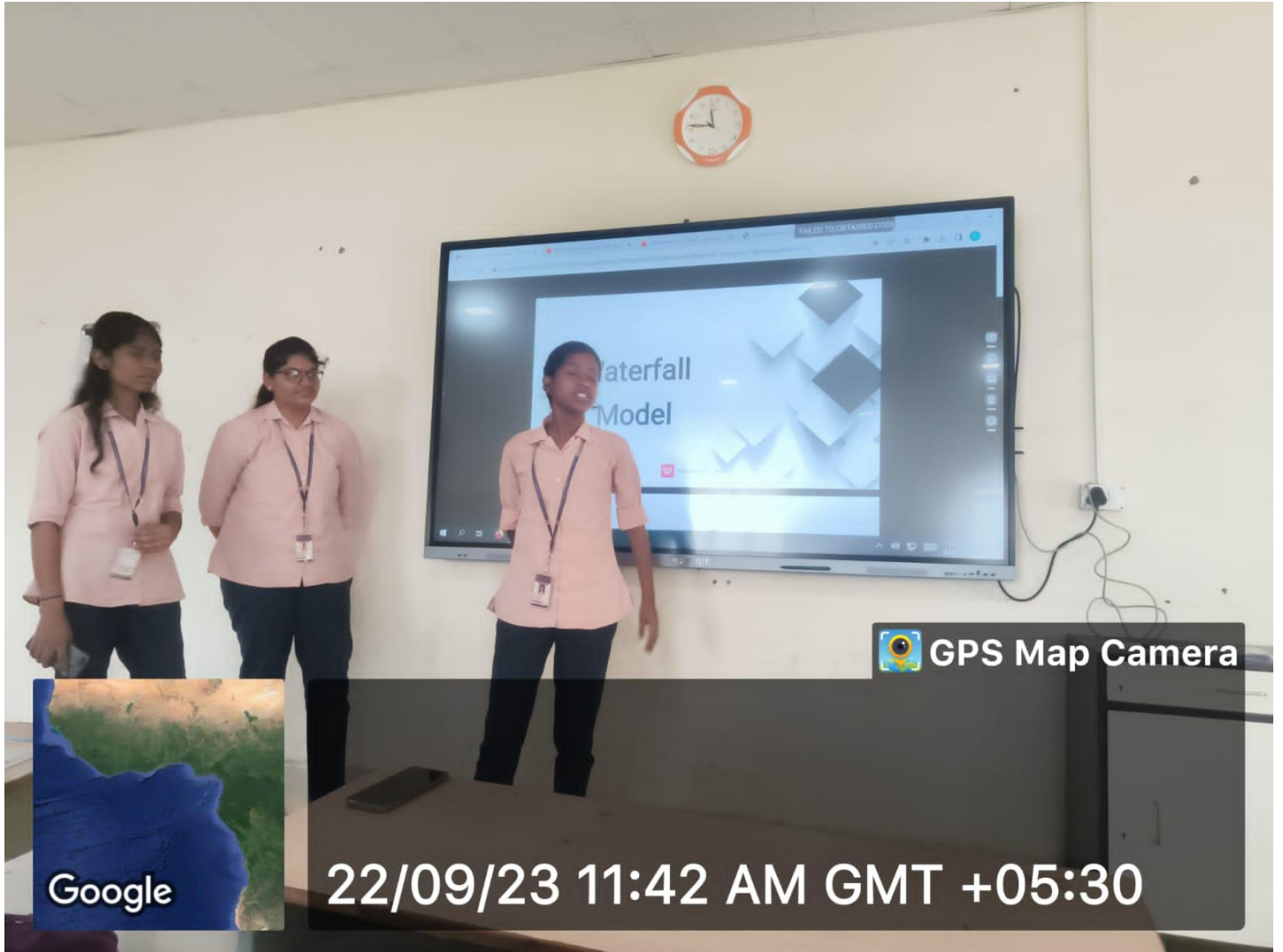
ROLE PLAY   **WATERFALL MODELS**   **DATED: 22/09/2023**

BY

21N31A0597	K Sathvika
21N31A0598	K Hemima
21N31A0595	K Anusha

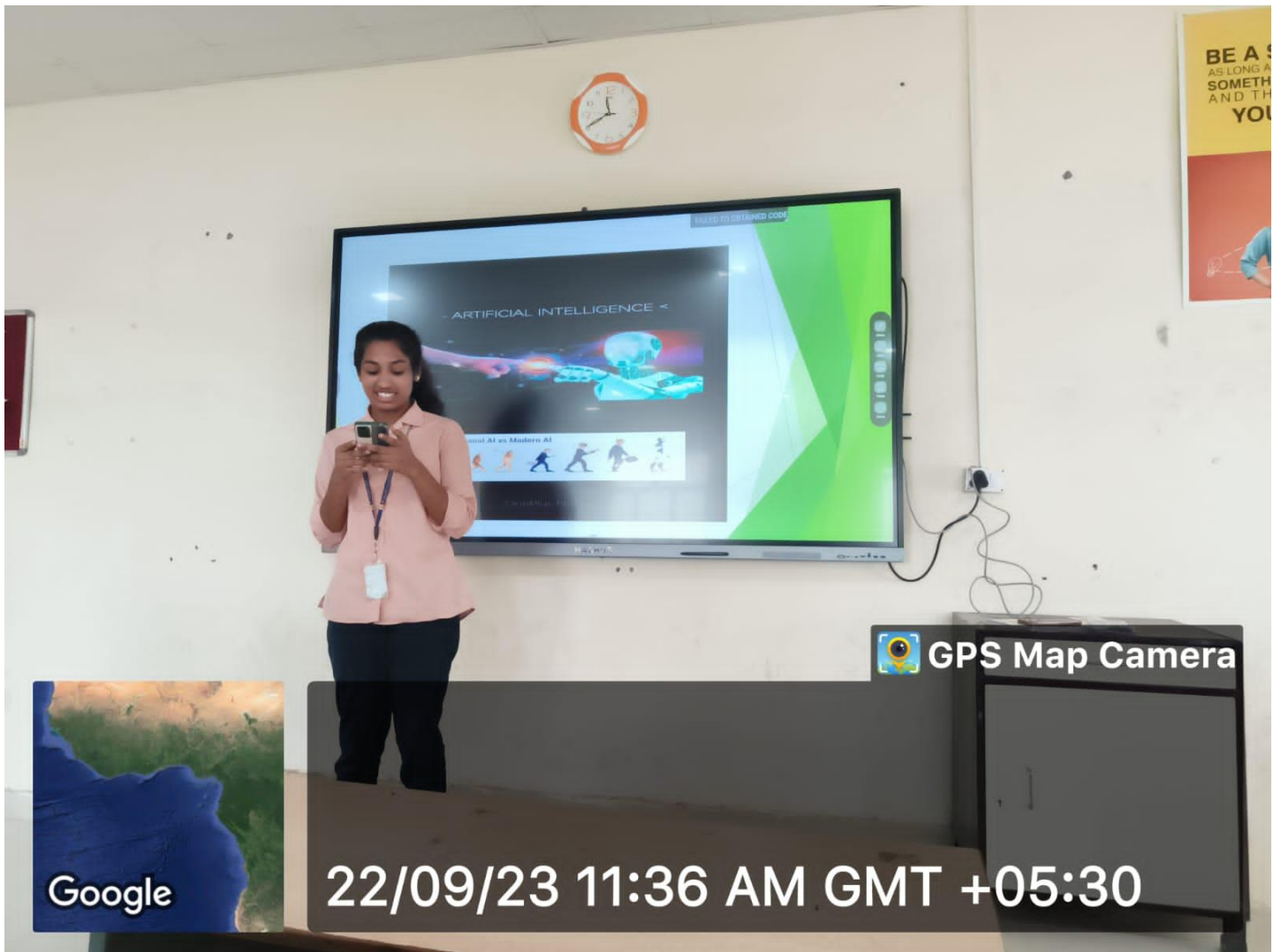**ROLE PLAY**   **EVOLUTION OF AI**   **DATED: 22/09/2023**

BY

| 21N31A0586 | J Mahesh |

ROLE PLAY   **UML DIAGRAMS**   **DATED: 22/09/2023**

BY

Name of the Activity: Role Play

Faculty Name: Ms. P.L. Shailaja

Class/ Semester: III/I CSE-C

Academic Year: 2023-24

Subject Name: Software Engineering
Date: 22/09/2023

Topic:

Students were conducted an activity named Role Play where topics are explained by one of the student using Role Play and remaining students try to guess the topic, on the topics Process Models. The activity comprised of concepts of Process Models.

Objective:

To assess the students' comprehension of process models and encourage them to learn Software Engineering principles. Also meet the understanding of the subject such as knowledge of the concepts of Process Models , learn the usage of their applications in various fields and to develop the competitive skill among students.

LIST OF PARTICIPANTS

21N31A05K6	Purushotham	Difference between customized and generic software
21N31A05D8	Rahul	
21N31A05K7	Varshitha	Type of non functional requirements
21N31A05K5	Sirisha	Waterfall Model
21N31A05E7	Moid	Communication Phase

ROLE PLAY   DIFFERENCE BETWEEN CUSTOMIZED AND GENERIC SOFTWARE   DATED: 22/09/2023

ROLE PLAY   TYPE OF NON FUNCTIONAL REQUIREMENTS   DATED: 22/09/2023
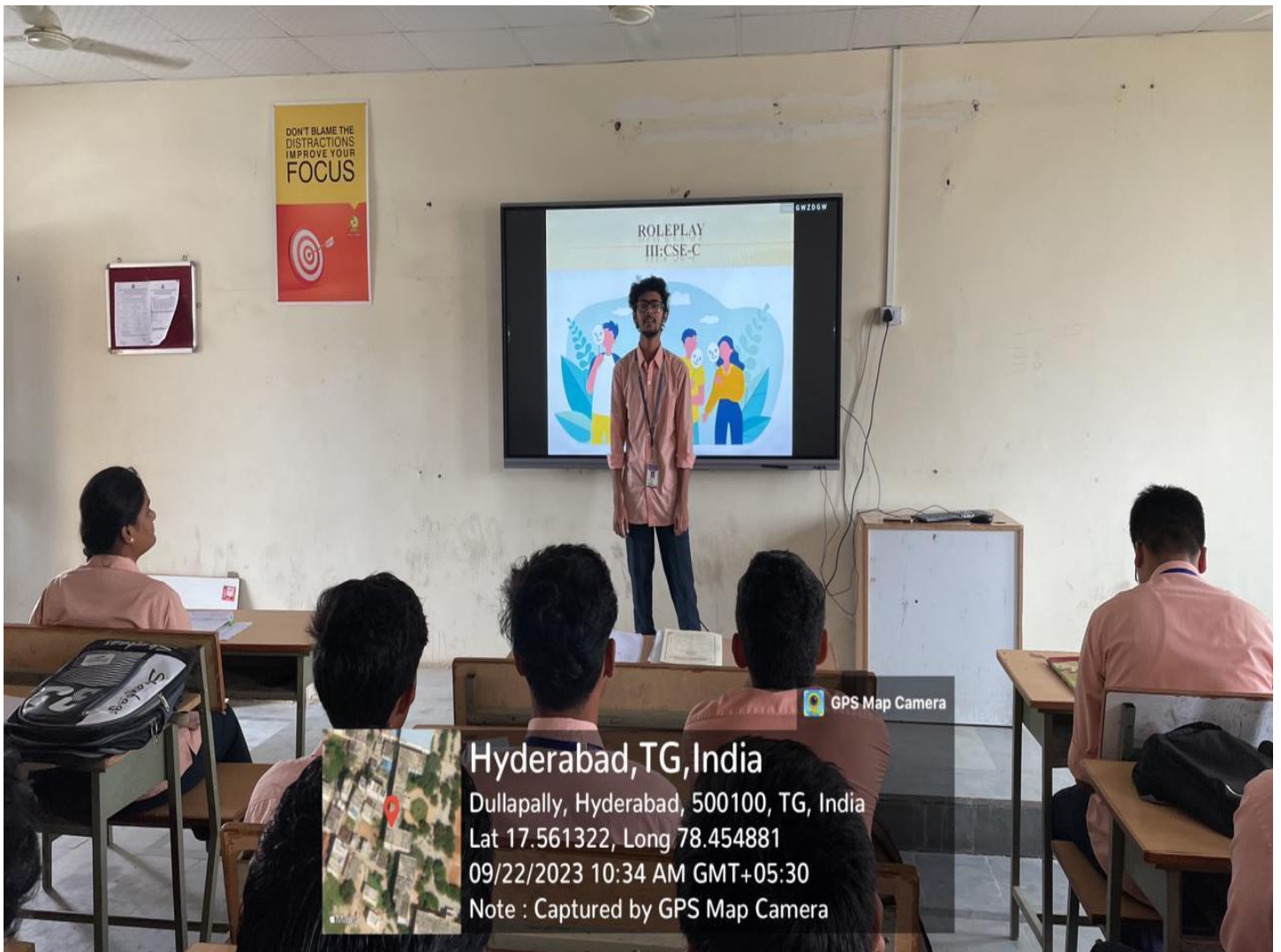
ROLE PLAY   **WATERFALL MODEL**   **DATED: 22/09/2023**

ROLE PLAY   **COMMUNICATION PHASE**   **DATED: 22/09/2023**

Name of the Activity: Role Play

Faculty Name: Dr M Sambasivudu

Class/ Semester: III/I CSE-D

Academic Year: 2023-24

Subject Name: Software Engineering
Date: 23/09/2023

Topic:

Students were conducted an activity named Role Play where topics are explained by one of the student using Role Play and remaining students try to guess the topic, on the topics Process Models. The activity comprised of concepts of Process Models.
Objective:

To assess the students' comprehension of process models and encourage them to learn Software Engineering principles. Also meet the understanding of the subject such as knowledge of the concepts of Process Models , learn the usage of their applications in various fields and to develop the competitive skill among students.

LIST OF PARTICIPANTS

21N31A05M1

21N31A05Q3

21N31A05L4

21N31A05Q0

ROLE PLAY   **PROCESS MODELS**   **DATED: 23/09/2023**

BY

21N31A05M1
21N31A05Q3
21N31A05L4
21N31A05Q0

ROLE PLAY   **PROCESS MODELS**   **DATED: 23/09/2023**