



# MALLA REDDY COLLEGE OF ENGINEERING & TECHNOLOGY

(Autonomous Institution –UGC, Govt.of India)

(Affiliated to JNTU, Hyderabad, Approved by AICTE - Accredited by NBA & NAAC – 'A' Grade - ISO 9001:2015 Certified) Maisammaguda, Dhulapally, Komapally, Secunderabad-500100, Telangana State, India.

## DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

**Name of the Activity: Just A Minute**

**Faculty Name: Mrs. D.Radha**

**Class/ Semester: II/I CSE-A**

**Academic Year: 2024-25**

### **Subject Name: Software Engineering**

Legend has it that, back in the school days of the BBC radio quiz show creator Ian Messiter, he was caught daydreaming in class by a particularly stern teacher. Ian's punishment was to repeat verbatim everything the teacher had said during the previous minute, without hesitating or repeating himself. History does not record how Ian fared in this embarrassing challenge, but it gave the young man an idea.

When the time came for Messiter to design radio quiz shows for the BBC, the thought resurfaced and became the format for a hugely popular game. The contestant would speak on a given subject for a full sixty seconds, "without hesitation, deviation or repetition". Over eight hundred episodes later, *Just A Minute* has deserved popularity around the world.

They must speak continuously for one minute. No long pauses are allowed, only those a presenter would normally take. They may not change the subject or repeat information or opinion; the opposing team can raise an objection if they feel this has happened, best done by raising a hand. Every student must participate and once the contestant has completed their minute, they are given a score based on their speech.

#### **Outcomes:**

1. It helps students to develop confidence.
2. The student's will be able to speak instantaneously without notes or preparation.
3. The game is also good fluency practice, requiring the quick recall of appropriate vocabulary

4. It enables students to improve interest in topics outside academics.
5. Enable students to learn details of the subject as well.

### **List of students and Topics:**

	Roll no	Topic
1	23N31A0504	AI in our day to day life
2	23N31A0516	Globalization and its impact on native industries
3	23N31A0505	How teamWork can get better results
4	23N31A0538	Role of Internet in our life
5	23N31A0512	Social Media and its impact
6	23N31A0552	Global Warming
7	23N31A0528	Government vs Private Jobs
8	23N31A0523	Demonetization
9	23N31A0524	Woman Empowerment
10	23N31A0532	Brain Drain
11	23N31A0543	Addiction of Smartphones
12	23N31A0560	Social Networking Sites
13	23N31A0513	Impact of cinema on youth
14	24N35A0503	Best advice I ever received



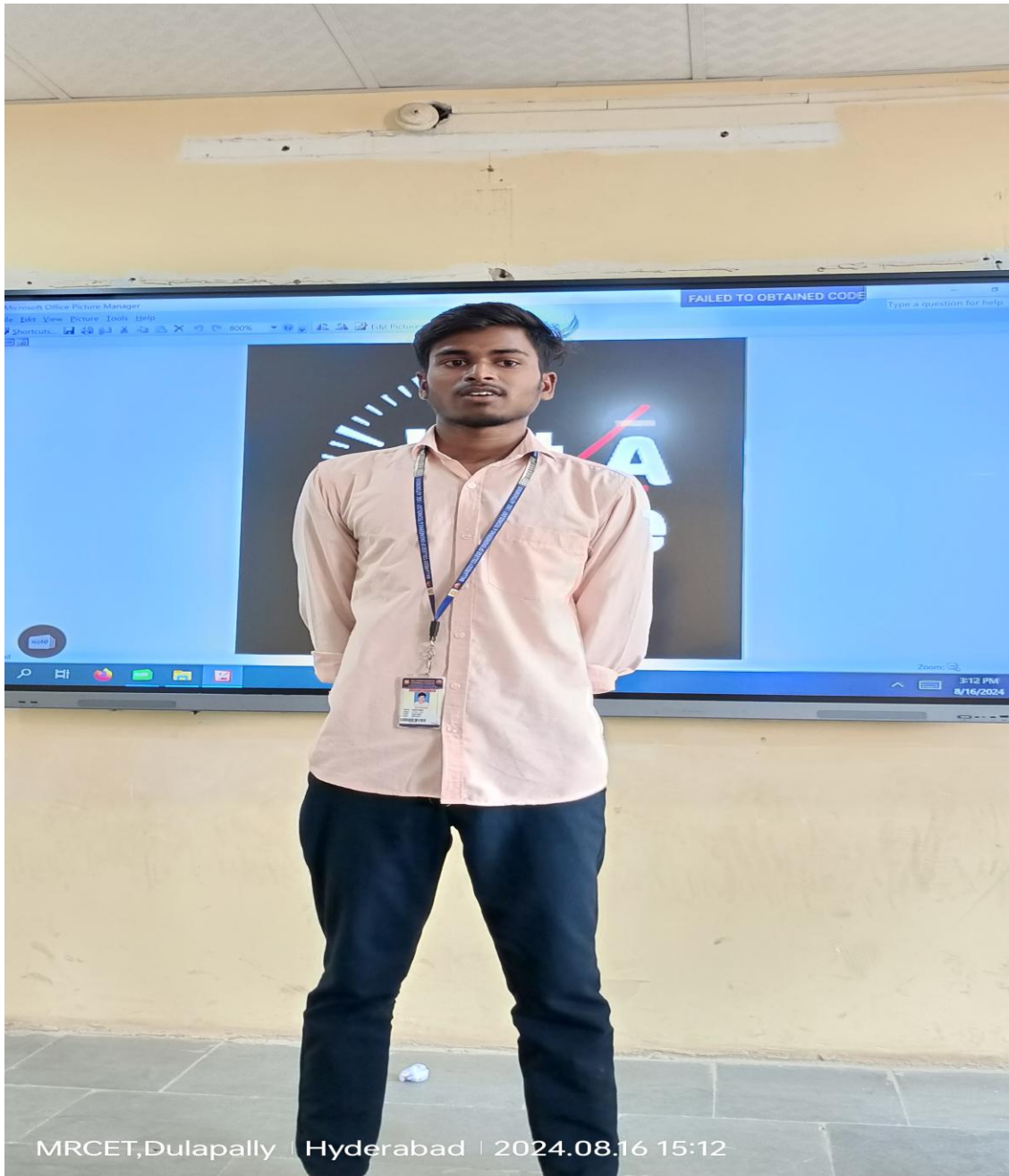
MRCET,Dulapally | Hyderabad | 2024.08.16 15:04

# **JAM GLOBALIZATION AND ITS IMPACT ON NATIVE INDUSTRIES**

**DATED: 16-08-24**

**By**

**23N31A0516**



**JAM    HOW TEAMWORK CAN GET BETTER RESULTS**  
**DATED: 16-08-24**

**By**  
**23N31A0505**



**JAM**                      **ROLE OF INTERNET IN OUR LIFE**  
**DATED: 16-08-24**

**By**  
**23N31A0538**



**JAM**

**AI IN OUR DAY TO DAY LIFE**

**DATED: 21-08-24**

**By**

**23N31A0504**



## **Name of the Activity: Just A Minute**

**Faculty Name: Mrs. T.Padmaja**

**Class/ Semester: II/I CSE-B**

**Academic Year: 2024-25**

**Subject Name: Software Engineering**

Legend has it that, back in the school days of the BBC radio quiz show creator Ian Messiter, he was caught daydreaming in class by a particularly stern teacher. Ian's punishment was to repeat verbatim everything the teacher had said during the previous minute, without hesitating or repeating himself. History does not record how Ian fared in this embarrassing challenge, but it gave the young man an idea.

When the time came for Messiter to design radio quiz shows for the BBC, the thought resurfaced and became the format for a hugely popular game. The contestant would speak on a given subject for a full sixty seconds, "without hesitation, deviation or repetition". Over eight hundred episodes later, *Just A Minute* has deserved popularity around the world.

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### **Outcomes:**

6. It helps students to develop confidence.
7. The student's will be able to speak instantaneously without notes or preparation.
8. The game is also good fluency practice, requiring the quick recall of appropriate vocabulary
9. It enables students to improve interest in topics outside academics.
10. Enable students to learn details of the subject as well.

## List of students and Topics:

	Roll no	Topic
1	23N31A05A8	Favourite Person-Mother
2	23N31A05A5	Role of friends in our life
3	23N31A05B0	Impact of Social Networks on youth
4	23N31A0570	Favourite cricketer
5	23N31A05C1	Decreasing ground water levels and reasons
6	23N31A05A1	Development in INDIA
7	23N31A0593	Importance of communication skills
8	23N31A05B3	My Hero-Father
9	23N31A0599	Woman Empowerment
10	23N31A0595	Pollution -Impact
11	23N31A0590	How to improve communication skills
12	23N31A0578	Physical fitness Vs Mental Fitness
13	23N31A05A6	Atrocities on women in society
14	23N31A0572	Role of AI in our life
15	24N31A0508	Women safety in INDIA
16	24N35A0510	My Favourite teacher
17	23N35A0597	My dream Job
18	23N31A0582	Impact of smart phones
19	23N31A0594	Changing nature of Jobs
20	23N31A0592	Job opportunities in developing INDIA





**JAM**

**ROLE OF FRIENDS IN OUR LIFE**

**DATED: 21-08-24**

By

23N31A0A5



JAM

DECRESING FROUND WATER LEVELS  
DATED: 21-08-24

By

**23N31A0C2**



**JAM**

**MY FAVOURITE PERSON –MY MOTHER**

**DATED: 21-08-24**

**By**



**23N31A0A8**



**JAM    IMPACT OF SOCIAL NETWORKS ON YOUTH**  
**DATED: 21-08-24**

**By**

**23N31A0B0**

# **Database Management System**

## **Name of the Activity: Mind Map**

**Faculty Name: Mr.Manoj**

**Class/ Semester: II/I CSE-C**

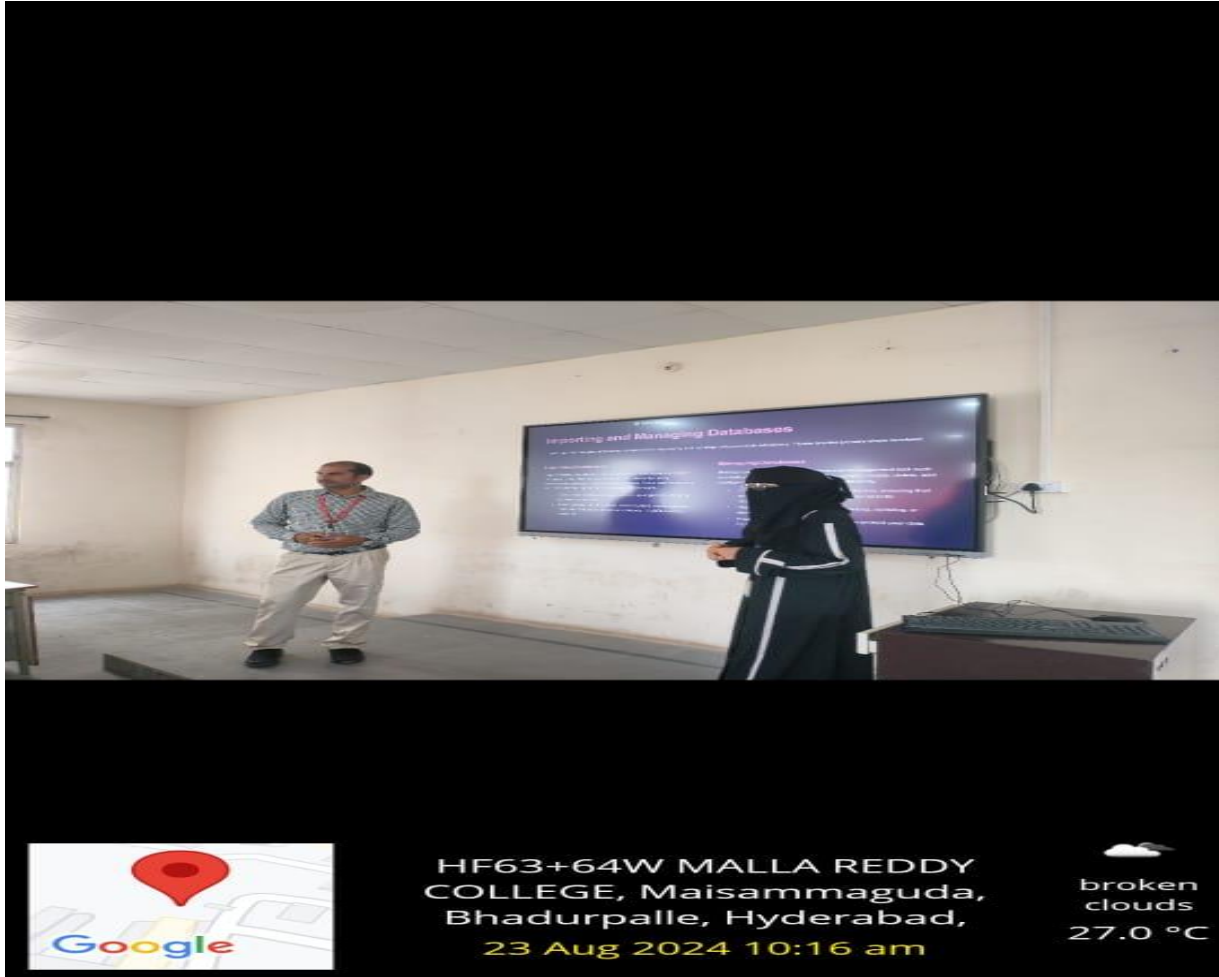
**Academic Year: 2024-25**

**Subject Name: Database Management System**

Students are required to form team of four to five people using topics they are given. Each team is given a concept for their mind map and presentation in class. Mindmap is used to visually organize information and shows relationships among them. It was developed on a single idea and shown as an image in the middle of a blank page, on which accompanying illustrations of concepts, such as illustrations, words, and word fragments, are added. It is a great way of note-taking and note-making that literally "mapsout" the ideas in a visual form. Students that use mind maps find it easier to remember and recall concepts.

### **Objectives:**

1. To assess the understanding levels of the students.
2. To improve the organizing ideas and memorization.
3. To make complex concepts easier to learn.
4. To enhance the creativity of students in organizing ideas

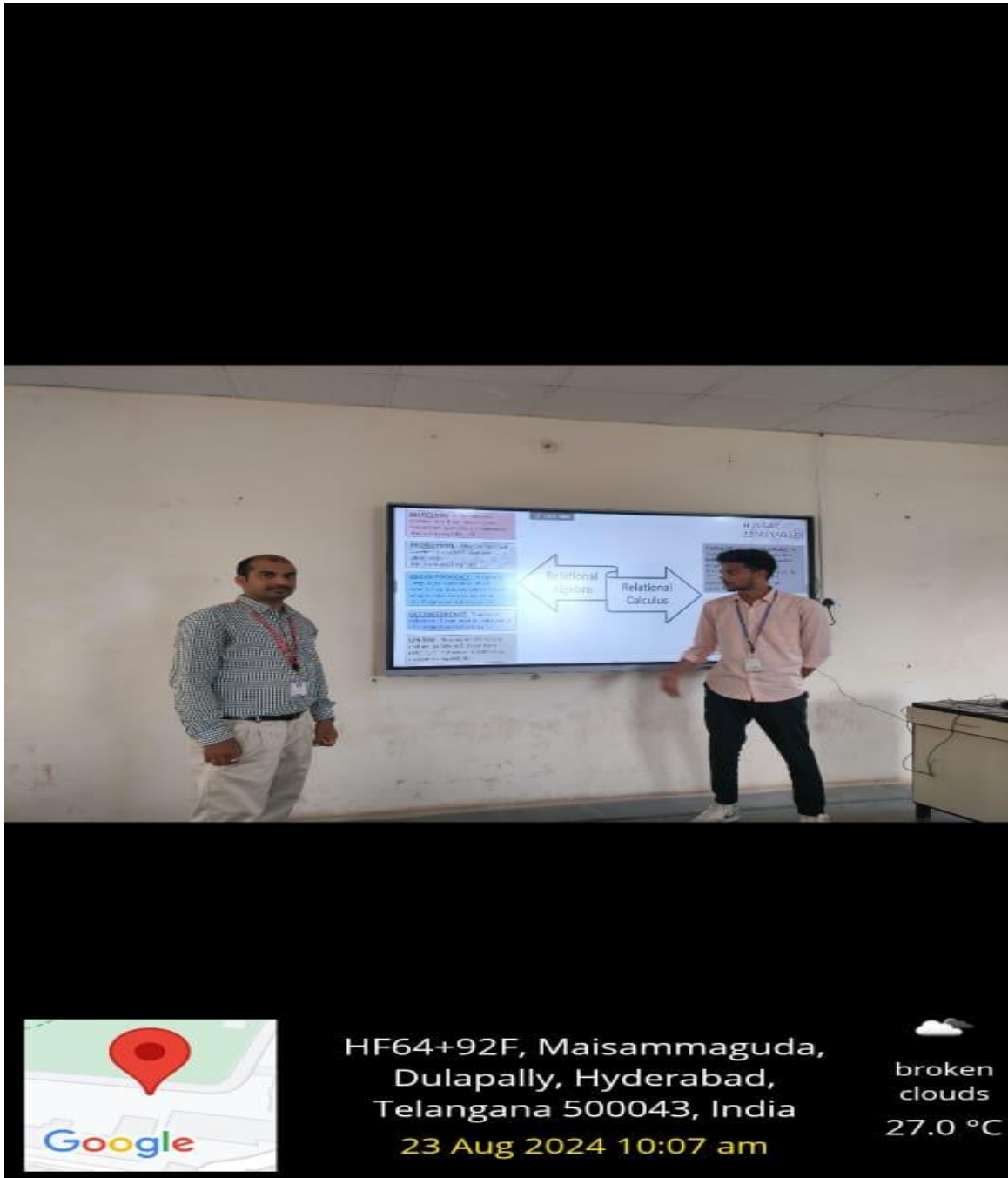


**MIND MAP DBMS STRUCTURE DATED: 23-08-24**

**By**

<b>23N31A05K4</b>
<b>23N31A05B9</b>
<b>23N31A05K2</b>





**MIND MAP TYPES OF JOINS DATED: 23-08-24**

**By**

<b>23N31A05H7</b>
<b>23N31A05G2</b>
<b>23N31A05E1</b>



# MIND MAP SQL COMMANDS DATED: 23-08-24

By

23N31A05J1
23N31A05D6