

Proofs of Criteria 2.3.1 Student centric methods, such as experiential learning, participative learning and problem solving methodologies are used for enhancing learning experiences and teachers use ICT- enabled tools including online resources for effective teaching and learning process.

QUIZ.

1) Basic Programming:



CESA TECHNICAL TEAM

EVENT NOTICE!!

01 Seminar on Emerging Technologies

02 Basics of Programming Language

03 Explore the world of Web Development

**SEMINAR
WORKSHOP**

Designed specifically for First, Second and Third Year students interested in basics of Coding.

DATE & TIME
4 SEP 2023
12:30 PM

VENUE
SEMINAR HALL/
COMPUTER LAB

IMPORTANT NOTE

- STUDENTS ARE REQUIRED TO BRING THEIR LAPTOPS FOR YOUR ACTIVE PARTICIPATION
- MAKE SURE YOU HAVE INSTALLED "VS CODE" WITH FOLLOWING EXTENSIONS: PRETTIER, LIVE SERVER, C/C++ & CODE RUNNER

ORGANIZED BY CESA

ABSTRACT OF THE SESSION: The Workshop on Introduction to Programming held on September 4th, 2023, aimed to provide participants with fundamental insights into the world of

programming and web development. Despite the event being temporarily postponed due to students' academic commitments, several significant outcomes were anticipated:

Foundational Knowledge: Participants gained a strong foundational understanding of programming concepts and languages, laying the groundwork for future learning and innovation.

Practical Experience: Through hands-on activities on computers, attendees had the opportunity to apply theoretical knowledge to practical coding tasks, enhancing their problem-solving skills.

Exposure to Web Development: The workshop exposed students to the exciting field of web development, where they learned how to create and design web applications.

No of Participants : 35.

2) “BUG FINDING (Crack It if you can)”





The primary objective of the "Crack It If You Can" Bug Finding event was to enhance the debugging skills of computer engineering students through challenges and healthy competition. An event contains the following:

- Organized by Shadab Khan, Aman Pinjar, and a dedicated technical team, this event aimed to challenge and enhance the debugging skills of computer engineering students.
- The event began at 11:00 AM with lab room setup by the technical team, ensuring all PCs were in working condition.
- A web-based MCQ test titled "Crack It If You Can" was the centerpiece, featuring 30 questions (10 each for C++, Java, and Python).
- Participants also engaged in bug-finding challenges, evaluating their coding and debugging abilities.
- The event concluded at 2:30 PM with a prize distribution ceremony attended by distinguished guests, including faculty members and the college principal. Winners received medals and certificates.
- By acknowledging and celebrating the achievements of female faculty and staff, the event contributes to promoting gender equality and diversity within the college community.

- **Winners:**

1st Prize: Shubham Misal

2nd Prize: Rohit Sharma

3rd Prize: Saif Bodu



CHHATRAPATI SHIVAJI MAHARAJ INSTITUTE OF TECHNOLOGY

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