



**Maharashtra Academy of Engineering and  
Educational Research's**

**MIT Arts, Commerce and Science College, Alandi  
(D) – 412 105.**

**USE OF ICT ENABLE TOOLS**



**Maharashtra Academy of Engineering and  
Educational Research's**

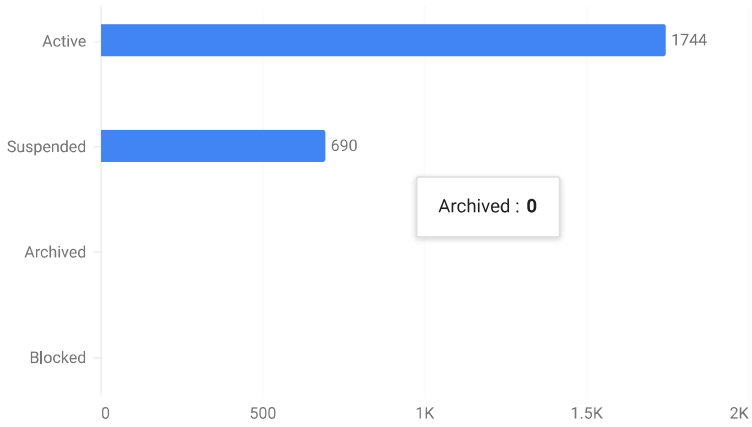
**MIT Arts, Commerce and Science College, Alandi  
(D) – 412 105.**

G-Suit Authority Page

2014-15 TO 2018-19

# Highlights

## What's the status of different accounts?



## What's the user activity in different apps?

- Gmail
- Drive
- Meet
- Hangouts
- Calendar
- Classroom



## Google Workspace for Education Fundamentals

Google Workspace for Education Fundamentals

Active

Since Oct 21, 2013



CANCEL SUBSCRIPTION

### Plan details

#### Payment plan

Free plan

#### Licenses

All users

#### Estimated monthly bill

Free edition (no charges)



## Account settings

### Profile

**Name**

MIT Arts,Commerce and Science College, Alandi

**Customer ID**

C031zcph0

**Primary admin**

admin@mitacsc.edu.in

[Profile information](#) | [Profile settings](#)

### Preferences

**New user features**

[Scheduled release](#)

**New products**

[Automatic roll out](#)

**Email options**

[Tips and updates](#), [Feature announcements](#), [Offers from Google](#), [Surveys and testing invitations](#)



## Account settings

### Profile

**Name**

MIT Arts,Commerce and Science College, Alandi

**Customer ID**

C02in9eoc

**Primary admin**

admin@mitacsc.ac.in

[Profile information](#) | [Profile settings](#)

### Preferences

**New user features**

Scheduled release

**New products**

Automatic roll out

**Email options**

No options selected



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**Google Classroom Sample Copy**

**MIT Arts,Commerce & Science College, Alandi(D), Pune-412105**

Name of the Faculty:Prof.Sangeeta M.Borde

Class: TYBSC(CS)

Academic Year:2018-19

Division:F

With Effect From:29 NOV2018

Semester:2

**SPECIMEN FOR SEMESTER PLAN CUM RECORD**

Week	Topics	Methodology
1st WEEK	<p>Introduction to Computer graphics</p> <p>1. 1 Introduction to computer graphics &amp; graphics systems</p> <p>1.2 Components of Computer Graphics Representation, Presentation , Interaction and Transformations</p> <p>1.3 Applications of Computer Graphics</p> <p>1.3 Pixel/Point ,Raster v/s Vector ,RGB color model, intensity</p>	Chalk & Board
2nd WEEK	<p>Ch.2 Input devices and Interaction tasks</p> <p>2.1 Logical Interaction – Locator, valuator , pick and choice;</p> <p>2.2 Physical devices used for interaction – keyboard, mouse, trackball,spaceball, tablets, light pen, joy stick, touch panel, data glove;</p> <p>2.5 Graphical User Interfaces- cursors , radio buttons, scroll bars, menus, icons</p>	Chalk & Board
3rd WEEK	<p>1.4 Programming essentials – event driven programming. OpenGL library</p>	<a href="http://150.129.131.246:8090/jspui/handle/123456789/391">http://150.129.131.246:8090/jspui/handle/123456789/391</a>
4th WEEK	<p>2.4 Keyboard , Mouse interaction in OpenGL2.6 Implementing GUI in open GL</p>	Explain with example by giving demonstration of Mouse and Keyboard Interaction Examples
5th WEEK	<p>3. Presentation and Output devices 3.1 Presentation Graphics - frame buffer, display file, loc</p>	Chalk & Board
6th WEEK	<p>4. Raster Scan Graphics [10]4.1 Line drawing algorithms; DDA algorithm,Bresenham's line</p>	<p>Chalk &amp; Board</p> <p>DDA(Digital Differential Analyzer) Line drawing Algorithm : explained with Examples.Bresenham's Line drawing Algorithm : explained with Examples</p>



7th WEEK	Scan conversions- Generation of the Display, Image compression 4.3 Displaying Lines and characters 4.3 Polygon filling -Scan converting polygons, Polygon fill algorithms, Boundary fill algorithm, flood fill algorithm	Chalk & Board
8th WEEK	Ch.5 Transformations 5.1 Basic transformations: translation, rotation, scaling; Matrix representations & homogeneous coordinates, Reflection, shear	<a href="http://150.129.131.246:8090/jspui/handle/123456789/391">http://150.129.131.246:8090/jspui/handle/123456789/391</a>
9th WEEK	5.2 Transformation of points, lines, parallel lines, intersecting lines. Viewing pipeline, Window to viewport co-ordinate transformation. Setting window and viewport in OpenGL.	<a href="http://150.129.131.246:8090/jspui/handle/123456789/391">http://150.129.131.246:8090/jspui/handle/123456789/391</a>
10th WEEK	Ch.7 3D transformation & viewing 7.1 3D transformations: translation, rotation, scaling & ot	<a href="http://150.129.131.246:8090/jspui/handle/123456789/391">http://150.129.131.246:8090/jspui/handle/123456789/391</a>
11th WEEK	Ch.6 Clipping 6.1 clipping operations , point clipping , 6.2 Line clipping; Cohen Sutherland algorithm, Midpoint subdivision algorithm, Cyrus beck algorithm; 6.3 Polygon clipping , Sutherland Hodgman algorithm, Weiler-Atherton Algorithm	Chalk & Board Method
12th WEEK	Ch.8 Hidden surfaces Elimination 8.1 Depth comparison, A-buffer algorithm, Back face dete	Chalk & Board Method

**Course Outcome/ Objectives:**

1. To study how graphics objects are represented in Computer
2. To study how graphics system in a computer supports presentation of graphics information.
3. To study how interaction is handled in a graphics system
4. To study how to manipulate graphics object by applying different transformations.
5. To provide the programmer's perspective of working of computer graphics

**References**

R1: F. S. Hill, Stephen Kelly, Computer Graphics using OpenGL, PHI Learning

R2.Foley, Vandam, Feiner, Hughes – “Computer Graphics principles (2nd Ed.) – Pearson Education

R3.D. F. Rogers, J. A. Adams – “ Mathematical Elements for Computer Graphics (2nd Ed.)” – TMH

# **MIT** | Arts, Commerce & Science College

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**Moodle Sample Copy**

# MOODLE SAMPLE COPY

MITACSC | IQAC

Course: Python Add-On (2019-20) | Inbox (8,493) - avalagannawar@

Not secure | moodle.mitacsc.edu.in/course/view.php?id=11#section-7

MITACSC-Moodle | Anupama Alagannawar

## python

- Participants
- Badges
- Competencies
- Grades
- General
- Chapter 1. Basic Python
- Chapter 2 Python Strings & List
- Chapter 3 . Python tuples and sets
- Chapter 4. Python Dictionary
- chapter 5. Functions

### Python Add-On (2019-20)

Dashboard / My courses / python

Your progress ?

- Announcements
- Attendance
- Python Tutorial
- Click for Python tutorial
- Syllabus
- Join the Whats App Group Python2019  
<https://chat.whatsapp.com/EayeWP5g9WKC2ZrTdJE9XG>
- Quiz

Type here to search

25°C Rain 10:48 AM 9/7/2021

- Chapter 2 Python Strings & List
- Chapter 3 . Python tuples and sets
- Chapter 4. Python Dictionary
- chapter 5. Functions
- Chapter 6. Python Exceptions
- chapter 7. Games Implementation using python concepts
- Dashboard
- Site home
- Calendar
- Private files

## Chapter 2 Python Strings & List

Concept, Slicing, escape characters, String special operations, String formatting operator, Triple quotes, Raw String, Unicode strings, Built-in String methods. Python Lists - concept, creating and accessing elements, updating & deleting lists, basic list operations, reverse, Indexing, slicing and Matrices, built-in List functions,

- Practical Assignment 2
- Practical Assignment 3
- Jumbled Word Game

Jumbled word is a two player game. Jumbled word is given to player, player has to rearrange the characters of the word to make a correct meaningful word.

**Input:** erwta  
**Output:** water

**Input:** mehtatasmci  
**Output:** mathematics

**Input:** keseg  
**Output:** geeks

- DOBBLE GAME -SPOT THE SIMILARITY

- python
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- chapter 7. Games Implementation using python concepts

# Python Add-On (2019-20): View: Preferences: Grader report

Dashboard / My courses / python / Grades / Grade administration / Grader report

Turn editing on

## Grader report

View Setup Scales Letters Import Export

Grader report Grade history Outcomes report Overview report Single view User report

All participants: 57/57

First name All A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Surname All A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

First name / Surname		Email address	Python Add-On (2019-20)		
			Attendance	Practical Assignment 1	Practic
Python1920-001 abhishek.mishra		abhishek.mishra@python1920.mitacsc.in	100.00	-	
Python1920-002 akanksha.gavade		akanksha.gavade@python1920.mitacsc.in	100.00	-	
Python1920-003 akshada.lokhande		akshada.lokhande@python1920.mitacsc.in	100.00	-	
Python1920-004 akshada.thate		akshada.thate@python1920.mitacsc.in	100.00	-	
Overall average			87.72	9.92	

MITACSC | IQAC python: Participants Inbox (8,493) - avalagannawar@

Not secure | moodle.mitacsc.edu.in/user/index.php?id=11

MIT Arts, Commerce & Science College MITACSC-Moodle Anupama Alagannawar

python

**Participants**

Badges

Competencies

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General

Chapter 1. Basic Python

Chapter 2. Python Strings & List

Chapter 3. Python tuples and sets

Chapter 4. Python Dictionary

chapter 5. Functions

Chapter 6. Python Exceptions

chapter 7. Games Implementation using python concepts

Dashboard

N O P Q R S T U V W X Y Z

1 2 3 »

Select	First name Surname	Email address	Roles	Groups
<input type="checkbox"/>	Anupama Alagannawar	avalagannawar@mitacsc.edu.in	Teacher	No groups
<input type="checkbox"/>	Bareen Shaikh	bkshaikh@mitacsc.edu.in	Teacher	No groups
<input type="checkbox"/>	Python1920-001 abhishek.mishra	abhishek.mishra@python1920.mitacsc.in	Student	No groups
<input type="checkbox"/>	Python1920-002 akanksha.gavade	akanksha.gavade@python1920.mitacsc.in	Student	No groups
<input type="checkbox"/>	Python1920-003 akshada.lokhande	akshada.lokhande@python1920.mitacsc.in	Student	No groups
<input type="checkbox"/>	Python1920-004 akshada.thete	akshada.thete@python1920.mitacsc.in	Student	No groups
<input type="checkbox"/>	Python1920-005 akshay.ekunde	akshay.ekunde@python1920.mitacsc.in	Student	No groups

Latest announcements

Add a new topic...

22 Nov, 15:41

Anupama Alagannawar

Start Date

Older topics ...

Type here to search

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- CLC
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- Introduction to Cloud Computing
- Architecture, Services and Applications
- Abstraction and Virtualization
- Programming, Environments and Applications
- Security In The Cloud
- Dashboard
- Site home
- Calendar
- Private files

# Cloud computing

Dashboard / My courses / CLC

Your progress

- Announcements
- F.Y.M.Sc(Computer Science) Syllabus
- Reference Books
- Link to add the SEMINAR Topics
- Reference Book:Mastering Cloud Computing: Foundations and Applications Programming   
Author:Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi
- Reference Book: Distributed and Cloud Computing, From Parallel Processing to the Internet of Things   
Author: Kai Hwang, Geoffrey C Fox, Jack G Dongarra
- NOTES OF CHAPTER 1
- NOTES of chapter 2 Abstraction and Virtualization   
According to updated syllabus.
- Chapter 4 Security in cloud
- challenges of Cloud Security
- Notes of chapter 3

**Programming, Environments and Applications**

Logged in user

**Anupama Alagannawar**  
Country: India  
City/town: Pune  
Email address: avalagannawar@mitacsc.edu.in

Online users

1 online user (last 5 minutes)

Anupama Alagannawar



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### Introduction to Cloud Computing

Overview, Roots of Cloud Computing, Layers and Types of Cloud, Desired Features of a Cloud, Benefits and Disadvantages of Cloud Computing, Cloud Infrastructure Management, Infrastructure as a Service Providers, Platform as a Service Providers, Challenges and Risks. Cloud-Enabling Technology: Broadband Networks and Internet Architecture, Data Center Technology, Virtualization Technology, Web Technology, Multitenant Technology, Service Technology.

- Discussion Forum on Challenges of Cloud Computing
  - Post atleast 2 challenges faced by cloud Computing and
  - Reply for atleast 2 posts
- Chapter 1 ppt
- Cloud Enabling Technology

### Architecture, Services and Applications

Exploring the Cloud Computing Stack, Connecting to the Cloud, Infrastructure as a Service, Platform as a Service, Saas Vs. PaaS, Using PaaS Application Frameworks, Software as a Service Cloud Deployment Models, Public vs Private Cloud, Cloud Solutions, Cloud ecosystem, Service management, Computing on demand, Identity as a Service, Compliance as a Service Future of cloud computing and Emerging trends.

### Abstraction and Virtualization

Introduction to Virtualization Technologies, Load Balancing and Virtualization, Understanding Hyper visors, Understanding Machine Imaging, Porting Applications, Virtual Machines Provisioning and Manageability Virtual Machine Migration Services, Virtual Machine Provisioning and Migration in Action, Provisioning in the Cloud Context Virtualization of CPU, Memory, I/O Devices, Virtual Clusters and Resource management

- CLC
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Select	First name / Surname	Email address	Roles	Groups
<input type="checkbox"/>	1920-FG701 NILAM.CHAPUDE	nilam.chapude@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG702 ANJU.CHIRUKANDATH	anju.chirukandath@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG703 MANASI.DEOKAR	manasi.deokar@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG704 SANDHYA.ERANDE	sandhya.erande@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG705 OMKAR.GAIKWAD	omkar.gaikwad@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG706 VIRENDRA.GAYAKWAD	virendra.gayakwad@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG707 JOSY.GEORGE	josy.george@mitacsc.edu.in	Student	No groups
<input type="checkbox"/>	1920-FG708 AKSHADA.GHULE	akshada.ghule@mitacsc.edu.in	Student	No groups

- python
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# Python Add-On (2019-20)

Dashboard / My courses / python / Chapter 1. Basic Python / Practical Assignment 1

## Practical Assignment 1

Practical Assignment 1.pdf 25 November 2019, 4:32 PM

### Grading summary

Hidden from students	No
Participants	57
Submitted	56
Needs grading	44
Due date	Saturday, 30 November 2019, 12:00 AM
Time remaining	Assignment is due

[View all submissions](#) [Grade](#)

[Control Structure](#)  [FIZZ BUZZ GAME](#)

- python
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# Python Add-On (2019-20)

[Dashboard](#) / [My courses](#) / [python](#) / [General](#) / [Quiz](#)

## Quiz

This quiz closed on Saturday, 11 January 2020, 6:58 PM

Time limit: 30 mins

Grading method: Highest grade

Attempts: 51

[Back to the course](#)

[← Syllabus](#)  [Basics of Python →](#)

[Moodle Docs for this page](#)

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**YouTube Links and Website Links**

### USAGE OF ICT TOOLS:

Sr. No	Name of the Faculty	Department	Particular	Document Link
1	Mrs.Bareen Shaikh	Science & CS Dept.	Own Website Link	<a href="#">Link</a>
2	Mrs.Sangeeta Borde	Science & CS Dept.	Own Website Link	<a href="#">Link</a>
3.	Mrs.Anupama Algannawar	Science & CS Dept.	Own Website Link: “Operating System E-Learning”	<a href="#">Link</a>
4.	Mrs.Pallavi Hailkar	Science & CS Dept.	Own Website Link	<a href="#">Link</a>
			YouTube Video Link	1. <a href="#">Link</a> 2. <a href="#">Link</a>
5.	Mrs.Vandana Pagar	Science & CS Dept.	YouTube Video Link 1.CPU Register Organization 2.Introduction to Sequential Circuits 3.Multimultiplexers and Demultiplexers	1. <a href="#">Link</a> 2. <a href="#">Link</a> 3. <a href="#">Link</a>
6.	Mrs.Shubhangi Gaikar	Science & CS Dept.	YouTube Video Link:  1.FSK Modulation. 2.Output FSK Modulation. 3.FSK Modulation Waveform.	1. <a href="#">Link</a>  2. <a href="#">Link</a> 3. <a href="#">Link</a>
7.	Dr.Sangita Birajdar	Science & CS Dept.	YouTube Video Link 1.Measures of Central Tendency 2.Model Sampling Part-I 3.Model Sampling Part-II 4.Model Sampling Part-III	1. <a href="#">Link</a>  2. <a href="#">Link</a> 3. <a href="#">Link</a> 4. <a href="#">Link</a>
8.	Mrs.Sushma Chalke	Science & CS Dept.	Own Website Link	1. <a href="#">Link</a>

### USAGE OF ICT TOOLS:

9.	<b>Mrs. Yashoda Shinde</b>	<b>Science &amp; CS Dept.</b>	YouTube Video Link	1. <a href="#">Link</a>
10.	<b>Dr.Padmavati Ubale</b>	<b>Art's &amp; Commerce Dept</b>	YouTube Video Link	1. <a href="#">Link</a> 2. <a href="#">Link</a> 3. <a href="#">Link</a>
11.	<b>Dr.Mangesh Bhople</b>	<b>BBA &amp; BBA (IB)</b>	YouTube Video Link: 1.Cost of Capital 2.Working Capital Management 3.Personality Development. 4.Demat Account.	1. <a href="#">Link</a> 2. <a href="#">Link</a> 3. <a href="#">Link</a> 4. <a href="#">Link</a>
12.	<b>Mrs.Kavita Mahajan</b>	<b>Computer Application Dept.</b>	YouTube Video Link	1. <a href="#">Link</a>  2. <a href="#">Link</a>  3. <a href="#">Link</a>  4. <a href="#">Link</a>
13.	<b>Mr. Amit Tale</b>	<b>Computer Application Department</b>	YouTube Video Link	1. <a href="#">Link</a> 2. <a href="#">Link</a> 3. <a href="#">Link</a> 4. <a href="#">Link</a> 5. <a href="#">Link</a>