

Course	Software Architecture & Design Patterns	Year / Semester	IV / I
Topic	How Design Patterns Solves Design Problems	Innovative Method Chosen	Mind Mapping

Mind Mapping:

A mind map is a diagram used to visually organize information. A mind map is hierarchical and shows relationships among pieces of the whole. It is often created around a single concept, drawn as an image in the center of a blank page, to which associated representations of ideas such as images, words and parts of words are added. Major ideas are connected directly to the central concept, and other ideas branch out from those.

Objectives:

1. To generate, visualize, structure, and classify ideas, and as an aid to studying and organizing information, solving problems, making decisions, and writing.
2. To help students with critical and creative thinking and improve their problem-solving ability at the same time.

Outcomes:

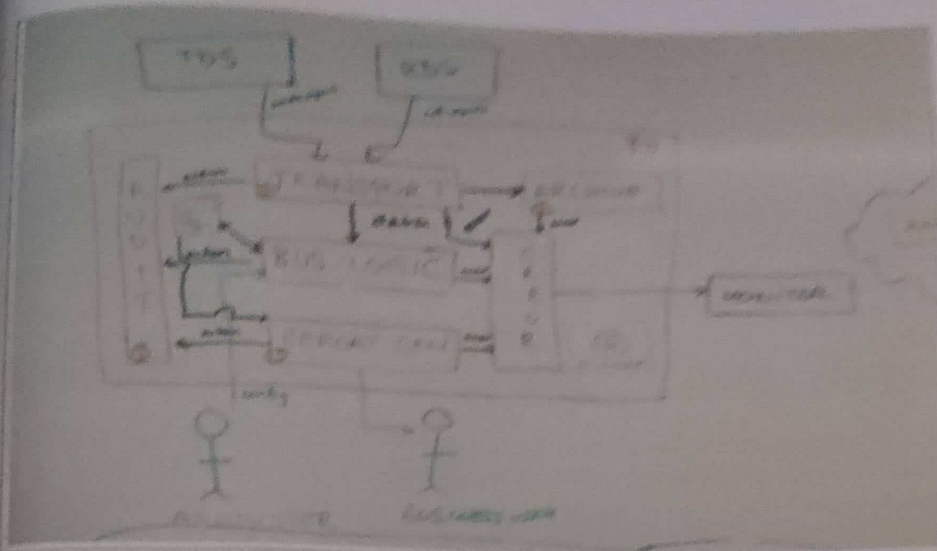
1. The study ability of both students and faculty will get accelerated by improving and enhancing their retention with the combination of photography and information.
2. Problem Solving ability of students will get improved.

Justification:

A mind map is a visual representation that shows the concepts and ideas. It's a technique for visual thinking that helps with data arrangement, so this practice will help to student recognize the theoretical ideas in the image and facilitate quick recall for their tests.

Details of the Implementation:

- Faculty explained the concept of Dictionary operations and methods.
- Based on the discussion the teacher asked the student to draw a mind map related to the topic within 15 minutes.
- Each student created a mind map on Design Patterns



Lw
Coordinator

Primal
Head of the Department
Head of the Department
Department of Computer Science & Engineering
D.N.R. College of Engineering & Technology
BHIMAVARAM-534 202