	C. Abdul Hakeem College of Engineering & Technology **Department of Master of Computer Application** **INNOVATIVE TEACHING AND LEARNING**

OOSE Innovation in Teaching (2024-2025) Tool and Demonstration I yr / I Sem

Objective:

To enhance students' understanding of **Object-Oriented Software Engineering (OOSE)** concepts through practical tools and demonstrations.

Description of the Activity:

Students were introduced to **OOSE modelling and design tools** and demonstrated the development of **UML diagrams such as Use Case, Class, Sequence, and Activity Diagrams** for real-world software applications.

Learning Outcome:

Students gained practical knowledge of **UML modelling, object-oriented analysis and design**, and improved their ability to represent software requirements and system behaviour.

Feedback:

Students found the **tool-based demonstration interactive and useful** for understanding complex OOSE concepts and applying them to real-world problems.

Conclusion:

The activity promoted **experiential and technology-enabled learning**, enabling students to connect theoretical OOSE concepts with practical software system design.

6.From Student Tool and Demonstration participation GeoTag: