

### HINDI MAHAVIDYALAYA

(Autonomous & NAAC Re-accredited)



(Art, Commerce, Management, Science and PG)
Affiliated to Osmania University, Nallakunta, Hyderabad -500044
Phone: 040-27616330



forever

meet

share

learn

A Workshop on

### SCRATCH PROGRAMMING

**Application Development** 

Date & Time: 23rd SEPT 2023 at 10:00 am to 01:00 pm

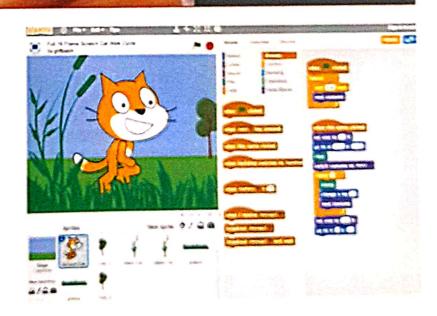
EP LEARNING



SMALL GROUPS
EXCITING TOPICS
ENGAGING ACTIVITI

### WHY LEARN SCRATCH





VERUE: HINDI MAHAYIDYALAYA CAMPUS

## REPORT FOR WORKSHOP

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### DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS



# PRESENT A WORKSHOP ON SCRATCH PROGRAMMING APPLICATION DEVELOPMENT

#### BY: AVINASH PAL LIDLAAN

HOD COMPUTER SCIENCE & APPLICATIONS HINDI MAHAVIDYALAYA DEGREE & PG COLLEGE

Date: SEPT 23rd, 2023

Time: 10:00 am - 1:00 pm

Attending students: B.Sc , B.com (CA) & BBA 1st, 2nd & 3rd year.

### ABOUT THE WORKSHOP

one day Workshop on "Scratch Programming Application Development" for B.com & B.Sc students was organized by the Department of Computer Science & Applications on Sept 23<sup>rd</sup>, 2023. There were 110 participants who attended the session.

### REPORT FOR WORKSHOP

### ABOUT TRAINER



AVINASH PAL LIDLAAN graduated with a M.Tech degree in Computer Science Engineering from JNTU Hyderabad in the year 2014. He has 9 years of teaching experience & earlier he has worked as Asst. Professor from July 2014 to August 2020 in PRRM ENGINEERING COLLEGE & INDIRA PRIYADARSHINI GOVT WOMEN'S DEGREE COLLEGE as Asst. Professor from August 2020 to July 2022. Later he joined HINDI MAHAVIDYALAYA DEGREE & PG COLLEGE as Asst. Professor Cum IT Head from August 2022.

#### Overview:

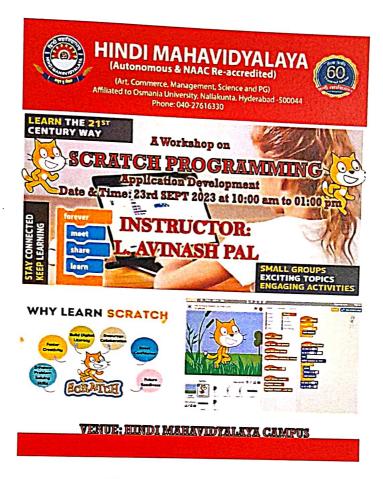
Android App Development Workshop mainly focuses on how to use Android OS for building your own Android Application. Only the basic knowledge of programming is required for Android App Development, you do not have to be a geek for it. The workshop will start from the basics like designing layouts and building complex layouts. Once the basics of Android are done, we will begin with building Apps.

The duration of this workshop will be two consecutive days, with eight hours session each day in a total of sixteen hours, properly divided into theory and hand on practical sessions.

#### **SESSION:**

- 1. Introduction
  Introduction to scratch app and block programming.
- 2. Introduction to gaming concepts & logic Essential tool in a basic game app project.
- 3. UI Designing in game applications Introduction to activity and its life cycle.
- 4. Functionality
  Designing user interface with various layouts and built-in controls.
- Addition of Features
   Launching application activities and passing data between activities. Invoking built-in apps.

#### PHOTO GALLERY



### **BROCHURE OF WORKSHOP**

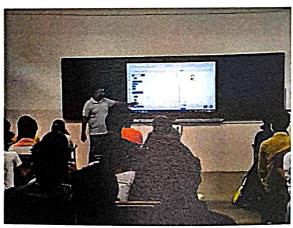




STUDENT PRESENT IN WORKSHOP



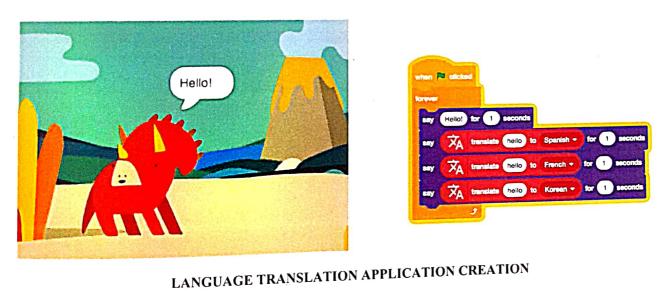




WORKSHOP TRAINER



FLYING OBJECT GAME APPLICATION CREATION

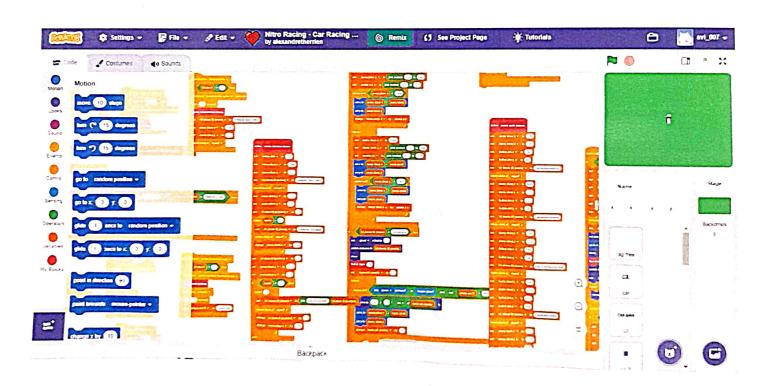


### PROJECT ON GAME

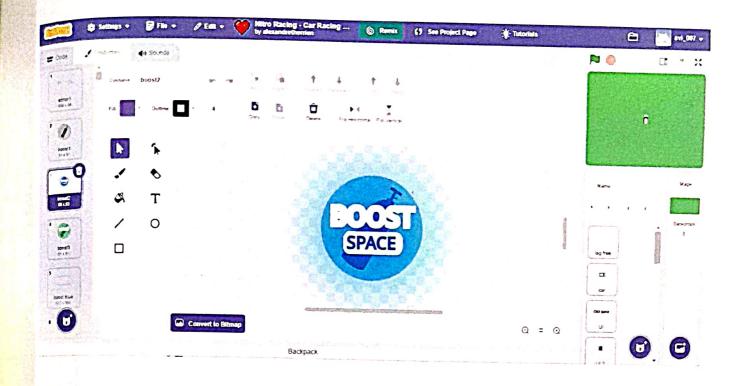




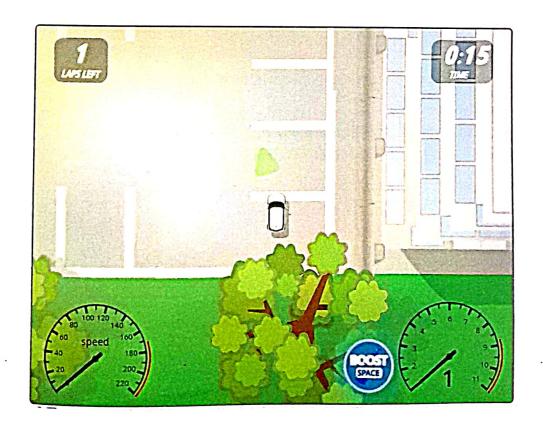
### CREATED RACING CAR GAME



CREATED RACING CAR GAME CODE



RACING CAR GAME INPUT



RACING CAR GAME OUTPUT

#### PROGRAM OUTCOME

- 1. student will be able to create gaming app in open source.
- 2. Student learned basic coding in w.r.t app.
- 3. Student encouraged to build various gaming app in scratch.mit.edu website.
- 4. Student have learned block programming.

#### STUDENTS FEEDBACK

The session was highly informative and interesting.

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