



Academic Year 2024 – 2025

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

Innovative Teaching Methods

Activity Title : Role Play **Date** : 07.03.2025
Faculty Name : Mr.M.NALLUSAMY
Course Code : C115 **Course Name** : Programming in C
Year / Sem / Dept : I / II / CSE - A **Batch** : 2024 – 2027
Topic : Preprocessor directives & Compilation process

Objective:

The activity helped students understand the different phases of compilation by assigning them roles representing various components of the compilation process.

- To provide a practical understanding of the compilation process in C.
- To illustrate the roles of the preprocessor, compiler, assembler, linker, loader, and CPU.
- To engage students in an interactive learning experience.

Roles Assigned:

SI. No	Role	Student Name	Compilation Stages
1	C Programmer	K.Abarna	Writes the source code
2	Preprocessor	C.V.Giri	Handles #include and #define directives
3	Compiler	G.Abishek	Translates C code into assembly code
4	Assembler	S.Dhilip	Converts assembly code into machine code
5	Linker	Anubavalavan	Links object files and libraries
6	Loader	S.Durka	Loads the final executable into memory
7	CPU	R.Jeyanthi	Executes the program

Outcome:

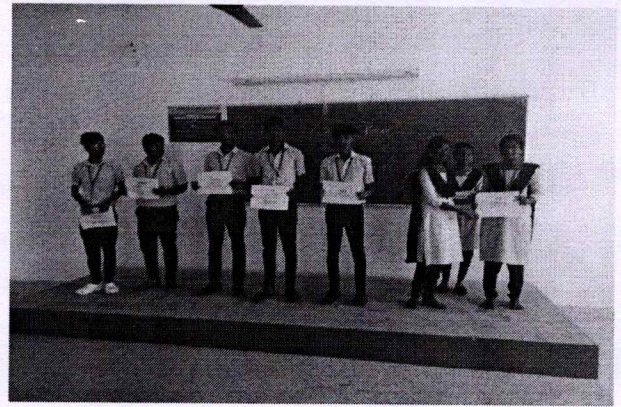
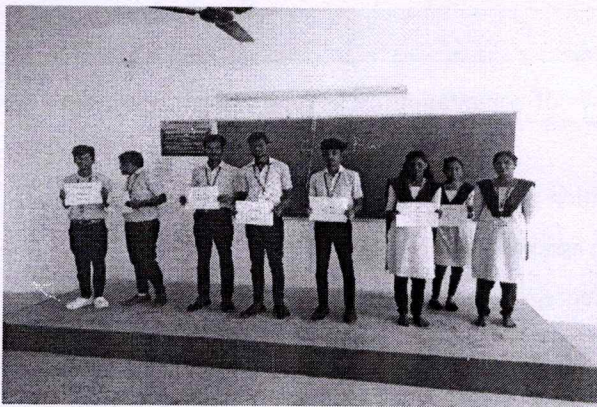
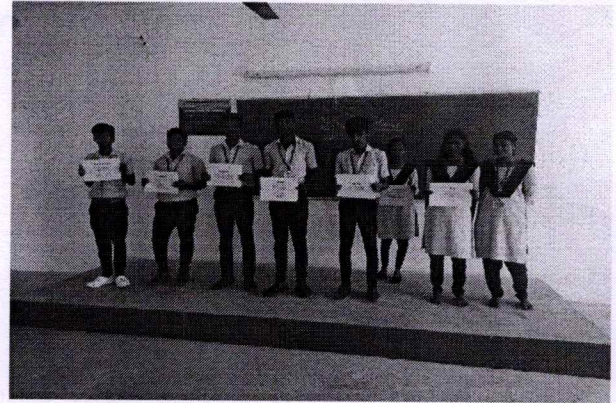
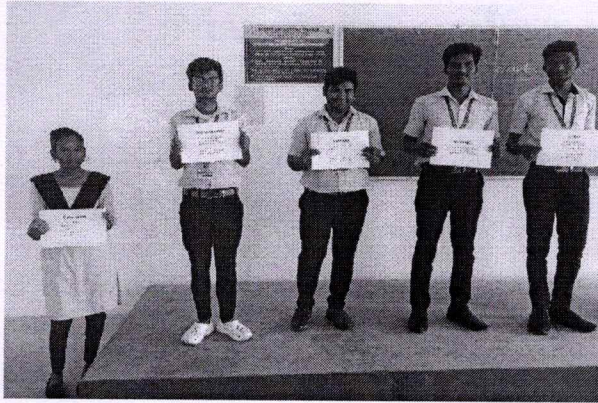
- Students gained a clearer understanding of the compilation process in C.
- The activity reinforced theoretical concepts in a practical and engaging manner.
- By acting out the compilation stages, students were able to retain knowledge better.
- The interactive nature of the role plays improved collaboration and participation.

The Role Play Activity effectively demonstrated the compilation process in C in a fun and engaging way. Students gained practical understanding of each stage, from writing code to execution.

Course Outcome (CO):

C115.1: Outline basic C Programming constructs to solve problem.

Activity Photos:



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