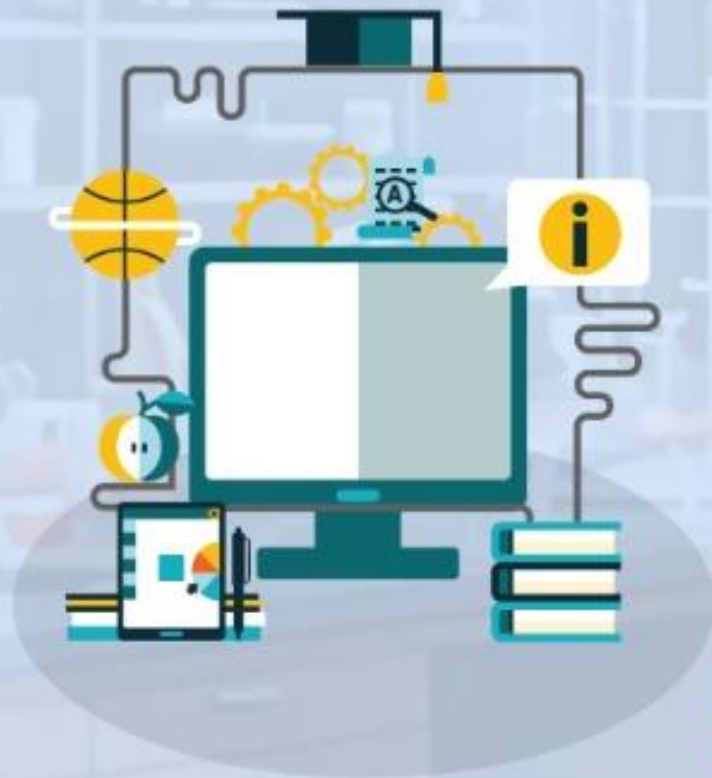


# Virtual Lab as a teaching learning tool for Computer Science



*Date and Time*

**5 December, 2024**

from 10:00 AM to 11:00 AM, Thursday



**Ms. Shweta Bhardwaj**  
Technical consultant,  
CIET NCERT, New Delhi



**Mr. Rahul Verma**  
Technical consultant,  
CIET NCERT, New Delhi

**Resource Persons**



Watch it Live on NCERT Official YouTube Channel  
<https://www.youtube.com/@NCERTOFFICIAL>

**You can  
watch at:**



DD Free Dish Channel  
Dish TV Channel #2027-2033



PM eVidya Channel #6-12



Jio TV

For any further queries, mail to : [diksha.training@ciet.nic.in](mailto:diksha.training@ciet.nic.in) Or Call : 8800440559



DIKSHA

विद्यया ऽ मृतमश्नुते



एन सी ई आर टी  
NCERT

Central Institute of  
Educational Technology


A Constituent Unit of NCERT

# **Virtual Labs**

## **as a Teaching-Learning Tool for**

### **Computer Science**

# Significance of Computer Science in Education



**Computer science is a branch of engineering science that studies the technology and the principles of Computer System.**

**Problem-Solving and Critical Thinking**

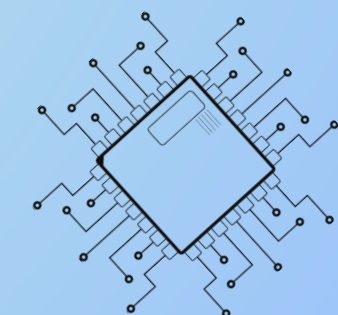
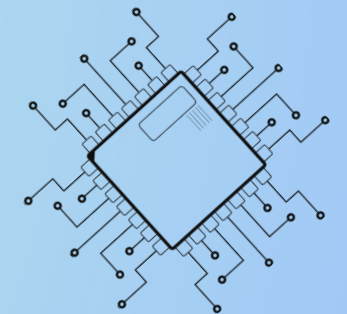
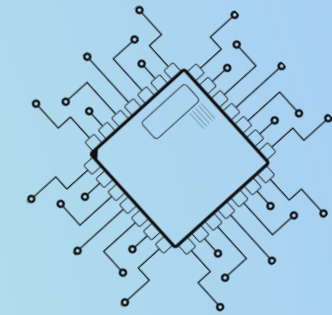
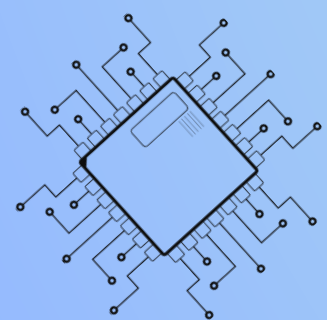
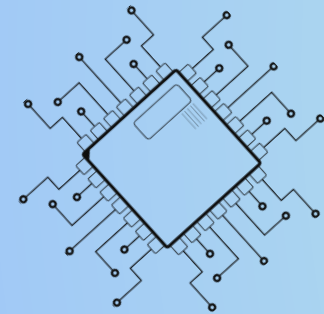
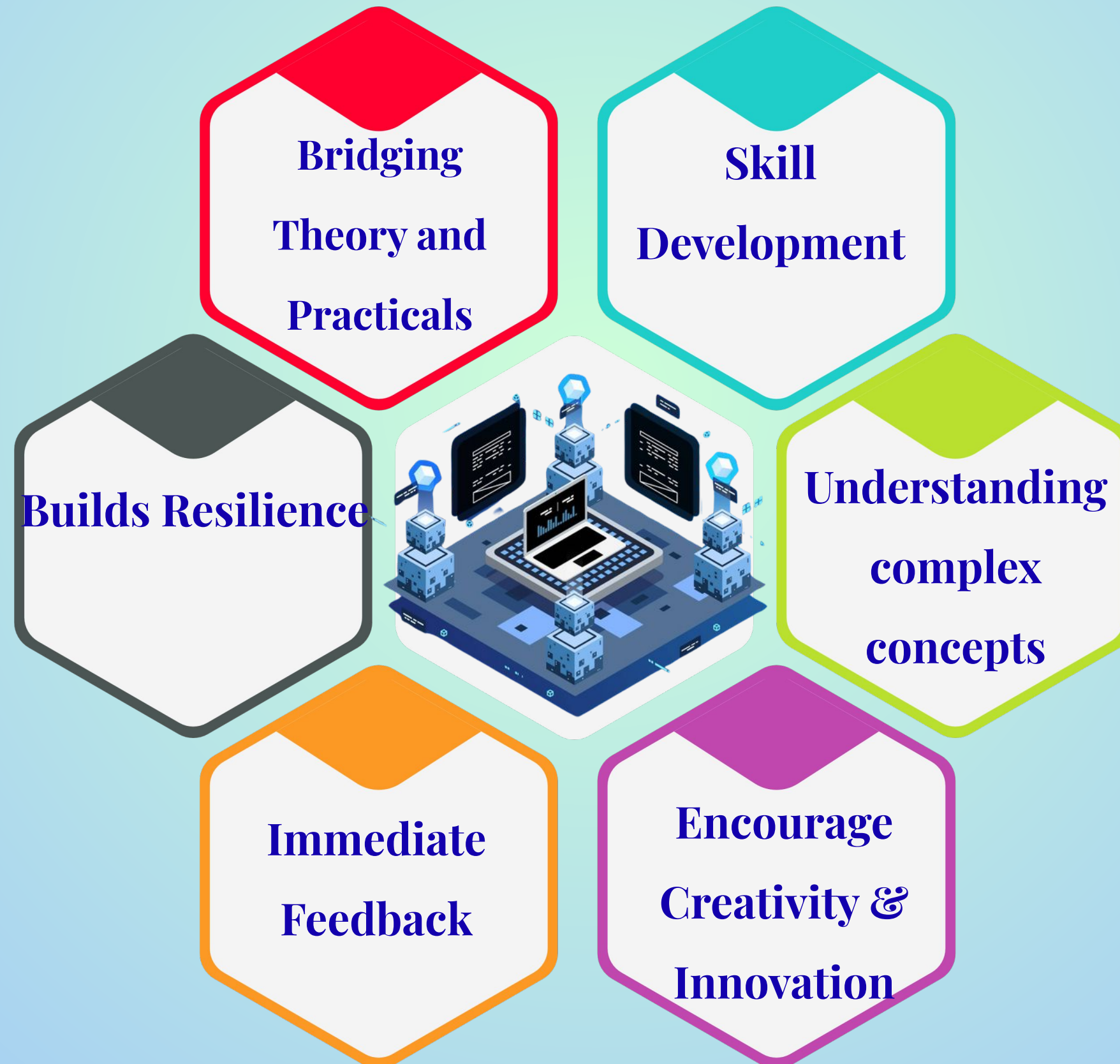
**Software Engineering and Development  
Robotics, IoT, Computational Thinking**

**Data Science and Analysis**

**Artificial Intelligence (AI) and  
Machine Learning (ML)**

**Soft Skills Cultivated Through  
Computer Science**

# Experimentation: The Backbone of Learning and Innovation in Computer Science



# Computer Science

## Understanding

**Familiarity with  
programming  
language**



## Visualization

**Visualization of  
concepts using  
Algorithms and  
Flowcharts**



## Real-world Application

**Ability to solve  
problems is the most  
significant  
component of  
computer science**



# Virtual Labs for Computer Science

**Virtual labs are interactive, digital simulations of activities that typically take place in physical laboratory settings.**



# The Significance of Virtual Labs in Computer Science Education

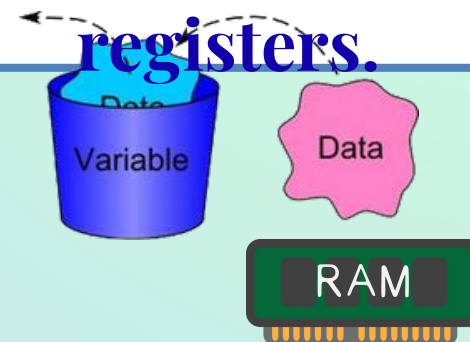
## Step-by-Step Code Execution

Provide an interactive environment to understand programming concepts step by step.



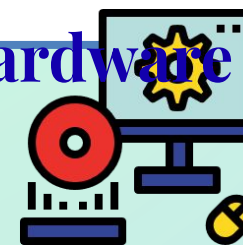
## Visualizing Variables and Memory

Visual representations of memory allocation, showing how variables are stored in memory or registers.



## Simulating Hardware Interaction

Simulate lower-level aspects of computation, such as how the CPU processes instructions, how memory is allocated at a hardware level!

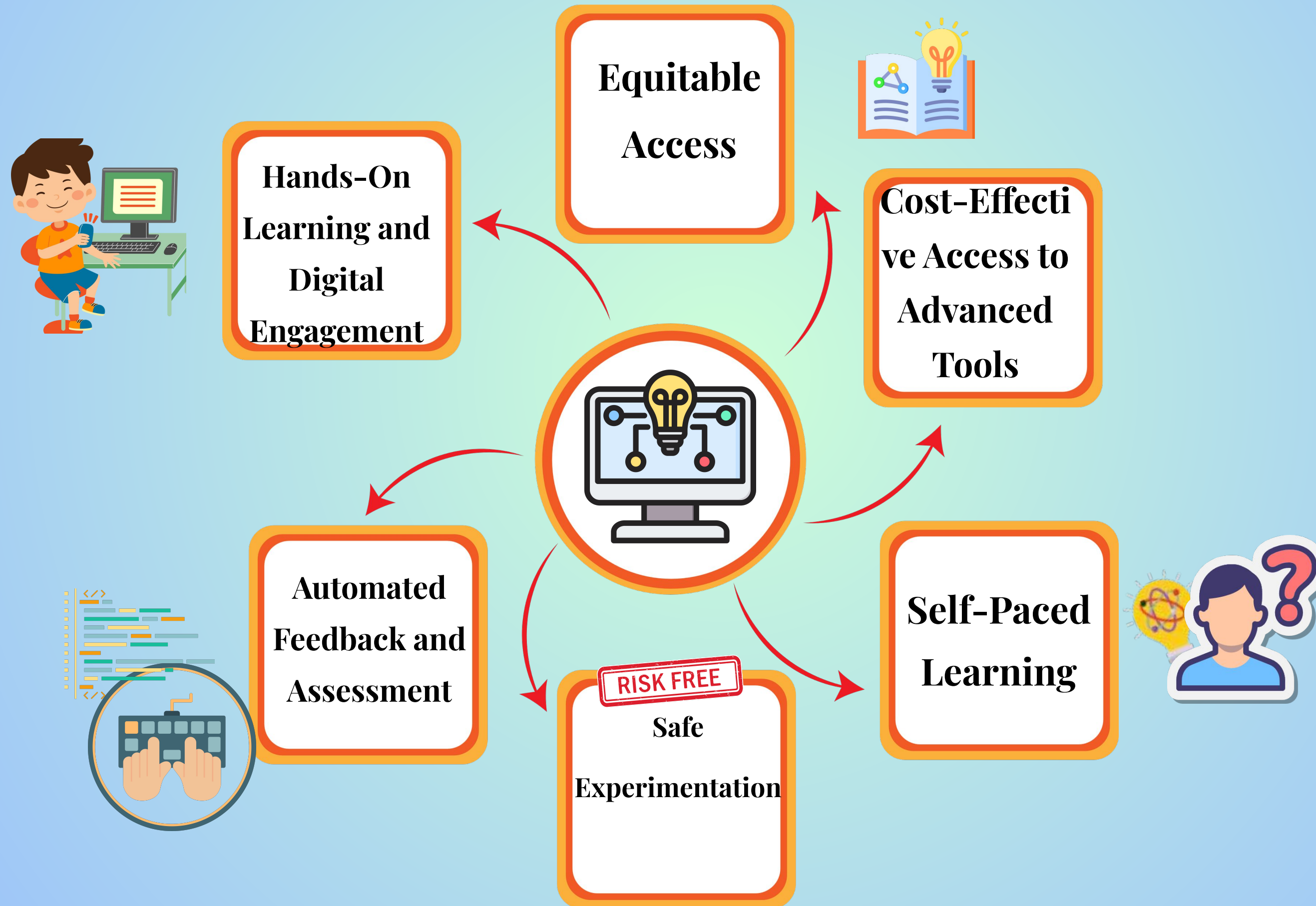


## Interactive Debugging

Examine the code in real-time, spotting and fixing bugs directly in the development environment



# Learning by Doing: Experiential Learning





# VIRTUAL LAB SESSIONS

## PRE-LAB

Develop familiarity with the necessary instructions, background information, and execution guidelines to prepare the students.



## PERFORMANCE

### -LAB

Allows students to conduct experiments, analyze code, and explore execution process through interactive digital simulations in sandbox environment



## POST-LAB

Involves reviewing output, analyzing results and discussing findings to reinforce learning and draw conclusions from the executed code.



# Accessing Virtual Labs on Diksha Platform



URL: <https://diksha.gov.in/virtuallabs.html>

A screenshot of the Virtual Labs navigation interface. It shows three buttons for 'Grade 10', 'Grade 11', and 'Grade 12', each with an 'Explore' button below it. Below these buttons, there are two medium options: 'हिन्दी Medium' and 'English Medium'. Under 'English Medium', there is a list of subjects: Mathematics, Physics, Chemistry, Biology, and Computer Science.

Grade 10

Grade 11

Grade 12

Explore

Explore

Explore

हिन्दी Medium

English Medium

- Mathematics
- Physics
- Chemistry
- Biology
- Computer Science

# Virtual Lab Experiment

## Class XI (Computer Science Lab Manual)

### Lab Activity: Add Two Numbers

**Aim: -To understand the working of addition of two numbers in python and visualising the output through virtual labs**

The screenshot displays the O Labs virtual lab interface for a Python experiment. The interface is divided into several sections:

- Python Code:** A code editor showing the following Python code:

```
1. a=20
2. b=30
3. sum=a+b
4. print (sum)
```
- Code Segment:** A list of assembly instructions corresponding to the Python code:

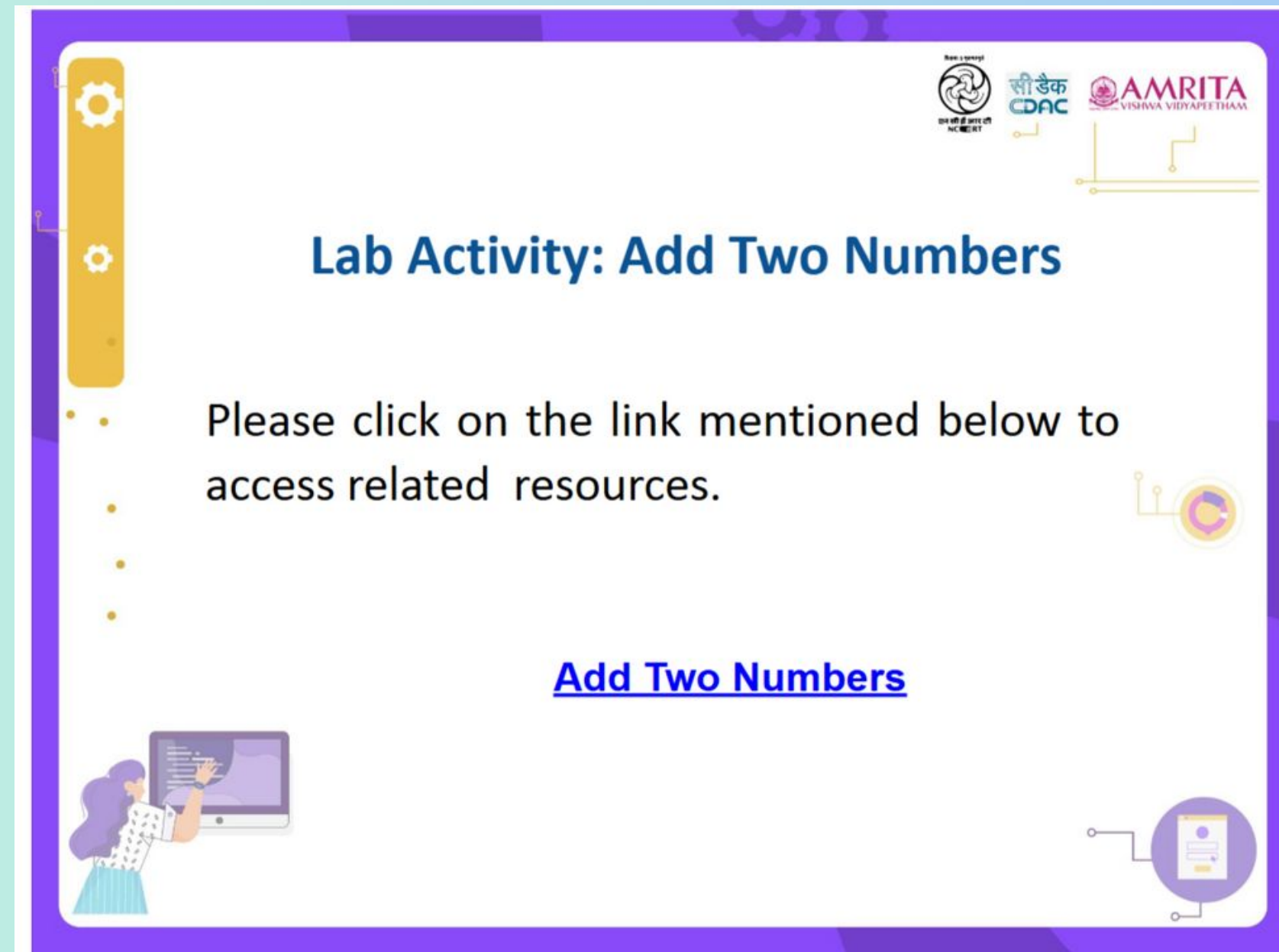
```
1. a,b,sum,
2. assign a 20.
3. assign b 30.
4. load a R5.
5. load b R1.
6. add R5 R1.
7. store R5 sum.
8. out "sum_" sum.
9. exit.
```
- Memory Segments:** Buttons for "Data Segment", "Stack Segment", and "Heap Segment".
- CPU Registers:** A visualization of CPU registers, showing registers R0 through R15. The registers are arranged in two rows: R0-R7 on top and R8-R15 on the bottom.

The interface also includes a "START" button and a footer with logos for AMRITA, CDAC, and the Ministry of Electronics & Information Technology.

# Virtual Lab Experiment

## Class XI (Computer Science Lab Manual)

### Lab Activity: Add Two Numbers



The image shows a virtual lab experiment interface with a purple border. At the top right, there are logos for 'सी डेक CDAC' and 'AMRITA VISHVA VIDYAPEETHAM'. The main title 'Lab Activity: Add Two Numbers' is centered. Below it, a text box says 'Please click on the link mentioned below to access related resources.' A blue underlined link 'Add Two Numbers' is positioned below the text. On the left side, there is a vertical orange bar with two gear icons. At the bottom left, there is an illustration of a person interacting with a computer monitor. At the bottom right, there is a circular icon with a document and a gear.

Lab Activity: Add Two Numbers

Please click on the link mentioned below to access related resources.

[Add Two Numbers](#)

# Pre-Lab Session

## Theory

## Procedure

### Add Two Numbers

Theoretical page content including Aim, Instructions, Theory, and Learning Outcomes.

**Aim:**  
To implement a python program that computes the sum of two numbers.

**Instructions:**  
The following program computes the sum of any two numbers and its equivalent low-level instructions executed by the hardware are given below:

<b>assign</b>	It assigns a value to a variable
<b>load</b>	It loads a value of a global or local variable to the given register
<b>store</b>	It stores the value from the given register to the global or local variable
<b>add</b>	It adds the values contained in two registers and puts the result in the first register.
<b>out</b>	It prints the output value to the screen.

**Theory:**  
Variables are used to store data that can be referenced and manipulated throughout a program. They act as containers for values. In Python, variables do not need explicit declaration to reserve memory space. Python is dynamically typed, which means no need to declare the type of a variable when assigning a value to it. The type is inferred from the value assigned. The = operator is used to assign values to variables. The assignment operator = has right-to-left associativity. This means the rightmost value is evaluated first and then assigned to the left variables.  
Arithmetic Operations such as +, -, \*, /, // (floor division), % (modulus), \*\* (exponentiation) can be used to manipulate variables.

**Variable Naming Rules**

- Variable names must start with a letter (a-z, A-Z) or an underscore (\_).
- The rest of the variable name can contain letters, numbers (0-9), or underscores.
- Variable names are case-sensitive (age, Age, and AGE are different).
- Reserved keywords cannot be used as variable names (e.g., if, while, for, True, None)

**Learning Outcomes:**

- Learners will get insight into how to declare and use variables.
- Learn to perform basic arithmetic operations (addition in this case) with variables.
- Grasp how low-level instructions are executed in relation to the Python script.

### Add two numbers

Procedural page content including Real Lab Procedure and Simulator Procedure.

**Procedure:**  
**Real Lab Procedure**

1. Assign value 20 to variable 'a'
2. Assign value 30 to another variable 'b';
3. Add the two variables using addition arithmetic operator and store that value to another variable 'sum'.
4. Print the value stored in the variable 'sum'.

```
graph TD; A["a=20  
b=30  
sum=a+b  
print(sum)"] --> B["a, b  
assign a 20  
assign b 30"]; A --> C["load a R5.  
load b R1.  
add R5 R1.  
store R5 sum."]; A --> D["out sum"];
```

**Fig : Diagram**

**Simulator Procedure**

1. Click the start button
2. Keep pressing the forward arrow (green) in the code segment. One press causes one low level instruction to be executed.
3. Finally click the close button to terminate the execution.

# Lab Session

## Add Two Numbers

Theoretical Lab

[Theory](#) [Procedure](#) [Video](#) [Simulator](#) [Self Evaluation](#) [Resources](#) [Feedback](#)

OLabs | Computer Science Lab | Class 11

**Python** | Code Segment | Data Segment | Stack Segment | Heap Segment

```
1. a=20
2. b=30
3. sum=a+b
4. print (sum)
```

```
1. a,b,sum,
2. assign a 20.
3. assign b 30.
4. load a R5.
5. load b R1.
6. add R5 R1.
7. store R5 sum.
8. out "sum_" sum.
9. exit.
```

**CLICK TO START**

OK

CPU Registers

R0	R1	R2	R3	R4	R5	R6	R7
R8	R9	R10	R11	R12	R13	R14	R15

Developed by AMRITA VISHVA VIDYAPEETHAM CDAC  
Funded by Ministry of Electronics & Information Technology

# Lab Session

## Execution of Python Program

OLabs | Computer Science Lab | Class 11

Python

```
1. a=20
2. b=30
3. sum=a+b
4. print (sum)
```

Code Segment

```
1. a,b,sum,
2. assign a 20.
3. assign b 30.
4. load a R5.
5. load b R1.
6. add R5 R1.
7. store R5 sum.
8. out "sum_" sum.
9. exit.
```

Data Segment

Stack Segment

Heap Segment

CPU Registers

R0	R1	R2	R3	R4	R5	R6	R7
R8	R9	R10	R11	R12	R13	R14	R15

START

OLabs | Computer Science Lab | Class 11

Python

```
1. a=20
2. b=30
3. sum=a+b
4. print (sum)
```

Code Segment

```
1. a,b,sum,
2. assign a 20.
3. assign b 30.
4. load a R5.
5. load b R1.
6. add R5 R1.
7. store R5 sum.
8. out "sum_" sum.
9. exit.
```

Data Segment

- a
- b
- sum

Stack Segment

Heap Segment

CPU Registers

R0	R1	R2	R3	R4	R5	R6	R7
R8	R9	R10	R11	R12	R13	R14	R15

# Post-Lab Session

## Assessment of Conceptual Understanding of learners

**Add Two Numbers**

[Theory](#) [Procedure](#) [Video](#) [Simulator](#) [Self Evaluation](#)

1) What is the output of the following code to find the sum?  
A=55;  
B= 125;  
C=A+B;  
Print(C)

Compile error

125

55

180

---

2) What is the output of the following code to find the sum?  
A=55;  
B= 125;  
C=A+b;  
Print(C)

Compile error

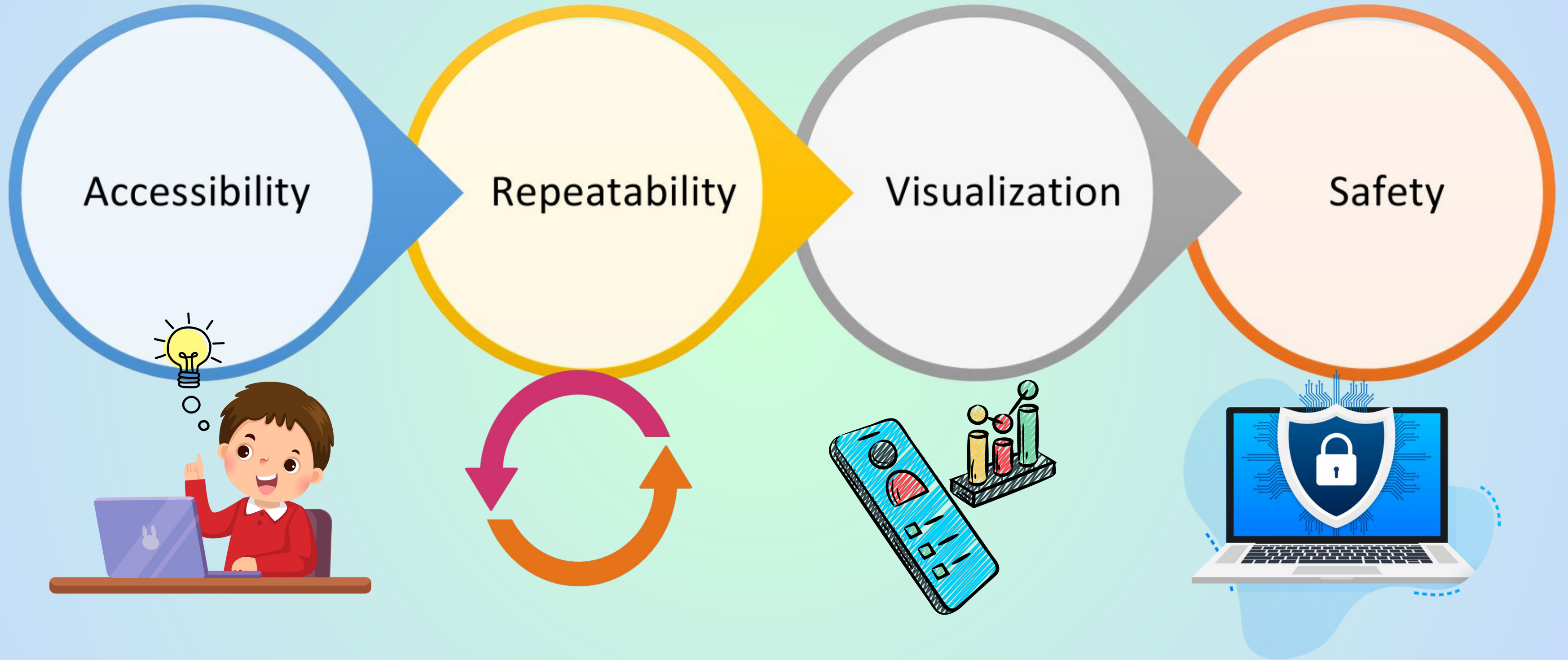
55

125

180



# Benefits of Virtual Lab



# Enhancing Critical Thinking and Problem-Solving

## Program Structure

**Encourage Logical Thinking about the structure of program, considering the appropriate variables, controls, and data collection methods.**

## Data Analysis

**Analysis of collected data , identifying patterns, and drawing conclusion honing their problem-solving and analytical skills.**

## Concept Application

**Application of Computational Knowledge to solve real-world problems, fostering their ability to think critically and creatively.**

# Assessment with Virtual Simulations

## DIAGNOSTIC

### IDENTIFY MISCONCEPTION

Virtual lab diagnostic can pinpoint specific areas where students struggle, allowing teachers to address misconception

### PERSONALISED FEEDBACK

Diagnostic assessment in virtual labs can provide tailored feedback to students, guiding them towards mastery

### DATA DRIVEN INTERVENTION

Insights from virtual lab diagnostic can inform targeted interventions and personalized learning plans

## FORMATIVE

### INTERACTIVITY

Virtual simulations allow students to actively execute the code, providing real-time feedback and opportunities for experimentation.

### DATA COLLECTION

Virtual labs can capture detailed performance data, enabling teachers to track student progress and identify areas for improvement.

### ADAPTIVE FEEDBACK

Simulations can adapt to student actions, providing personalized guidance and scaffolding to support learning.

# The Role of Teachers in Virtual Lab Assessment



- 1. Guiding and Facilitating Learning**
- 2. Blending Virtual and Physical Lab Activities**
- 3. Monitoring and Assessing Progress**
- 4. Supporting Self-Paced Learning**
- 5. Developing Assessment Strategies**