COMPUTER SCIENCE AND ENGINEERING (AI&ML)

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	**Dr. M NAGARAJU**	Department:	**Computer Science and Engineering (AI&ML)**
Regulation:	**IARE - UG20**	Batch:	**2022-2026**
Course Name:	**Programming in Logic Laboratory**	Course Code:	ACAC12
Semester:	**V**	Target Value:	**70% (2.1)**

Attainment of COs:

	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Summarize knowledge representation and issues in AI and Related fields.	3.00	0.00	3	Attained
CO2	Demonstrate knowledge reasoning with predicate logic and inference rules in the presence of incomplete and/or uncertain information	3.00	0.00	3	Attained
CO3	Choose Heuristic, Adversarial search and game playing algorithms for addressing a particular AI problem and implement the selected strategy	3.00	0.00	3	Attained
CO4	Experiment with uncertainty issues by using statistical and symbolic reasoning approaches	3.00	0.00	3	Attained
CO5	Analyze the various algorithms used in the prediction and perception of things in an intelligent environment.	3.00	0.00	3	Attained
CO6	Demonstrate knowledge representation with the help of AI languages and tools.	3.00	0.00	3	Attained

Action Taken Report: (To be filled by the concerned faculty / course coordinator)

Course Coordinator   **Mentor**   **Head of the Department**

Head of the Department
CSE (Artificial Intelligence & Machine Learning)
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