COMPUTER SCIENCE AND ENGINEERING (AI&ML)

ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

Name of the faculty:	**Ms. V NAGASRI**	Department:	**Computer Science and Engineering (AI&ML)**
Regulation:	**IARE - UG20**	Batch:	**2022-2026**
Course Name:	**Design and Analysis of Algorithms**	Course Code:	**ACSC13**
Semester:	**IV**	Target Value:	**60% (1.8)**

Attainment of COs:

	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Find the (worst case, randomized, amortized) running time and space complexity of given algorithms using techniques such as recurrences and properties of probabilit	3.00	2.00	2.8	Attained
CO2	Apply divide and conquer algorithms for solving sorting, searching and matrix multiplication	2.70	2.00	2.6	Attained
CO3	Make Use of appropriate tree traversal techniques for finding shortest path	3.00	2.10	2.8	Attained
CO4	Compare Identify suitable problem solving techniques for a given problem and finding optimized solutions using Greedy and Dynamic Programming techniques	2.00	2.00	2	Attained
CO5	Apply greedy algorithm Utilize backtracking and branch and bound techniques to deal with traceable and in-traceable problems	3.00	2.00	2.8	Attained
CO6	Apply Describe the classes P, NP, NP-Hard, NP- complete for solving deterministic and non deterministic problems	2.70	2.10	2.6	Attained

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

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