# INSTITUTE OF AERONAUTICAL ENGINEERING
### (Autonomous)
#### Dundigal, Hyderabad - 500043, Telangana

# COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)
## ATTAINMENT OF COURSE OUTCOME - ACTION TAKEN REPORT

| Name of the faculty: | Ms. R TEJASWINI | Department: | Computer Science and Engineering (Data Science) |
|---|---|---|---|
| Regulation: | IARE - UG20 | Batch: | 2021-2025 |
| Course Name: | Artificial Intelligence Laboratory | Course Code: | ACDC25 |
| Semester: | VII | Target Value: | 70% (2.1) |

**Attainment of COs:**

| | Course Outcome | Direct Attainment | Indirect Attainment | Overall Attainment | Observation |
|---|---|---|---|---|---|
| CO1 | Understand basic principles and concepts of AI,including the history, key ideas, and the role of AI in various applications. | 3.00 | 0.00 | 3 | Attained |
| CO2 | Develop problem-solving skills by applying state space search algorithms to different types of problems, such as finding paths in a maze, solving puzzles, or planning routes for a robot. | 3.00 | 0.00 | 3 | Attained |
| CO3 | Understand various knowledge representation techniques and mappings to represent real-world knowledge in AI systems. | 3.00 | 0.00 | 3 | Attained |
| CO4 | Perform propositional logic and predicate logic to draw conclusions from given statements. | 3.00 | 0.00 | 3 | Attained |
| CO5 | Apply resolution specifically to propositional logic, enabling them to perform logical deductions and simplify logical statements using this inference rule. | 3.00 | 0.00 | 3 | Attained |
| CO6 | Apply search algorithms to various problem domains, such as route planning, puzzle-solving, and game-playing. | 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 (Data Science)
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