

**MADANAPALLE INSTITUTE OF TECHNOLOGY & SCIENCE**

(UGC-AUTONOMOUS INSTITUTION)

Affiliated to JNTUA, Ananthapuramu & Approved by AICTE, New Delhi

NAAC Accredited with A+ Grade,

NBA Accredited - B.Tech. (CIVIL, CSE, ECE, EEE, MECH), MBA & MCA

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING - DATA SCIENCE****Course Exit Survey**

Programme: B.Tech.

Year & Semester: II Year I Semester

A.Y: 2023-2024

BATCH : 2022-2026

Below are given some fields specifically related to course and effectiveness. You may indicate the extent to which you took advantage of the various learning points of the course to We consider your response highly valuable.

You may rate your response as follows on a five point scale. Tick mark against your option.

A-To a Great Extent B-To a Moderate Extent C-To a Slight Extent D-To a Very Extent E-To a Very little Extent

Course Outcomes : At the end of course, the student will be able to

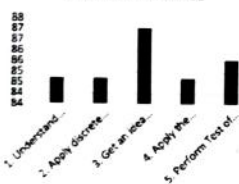
Course Outcomes : At the end of course, the student will be able to	A	B	C	D	E	Attainment of COs	
						Attainment	% of Attainment
1.BSC-20MAT111 PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE							
1. Understand the probability concepts and their importance in engineering.	45	11	7	1	4	0.85	84.71
2. Apply discrete and continuous probability distributions to solve various engineering problems.	42	11	8	3	4	0.85	84.71
3. Get an idea about joint density functions, distribution functions to the random variables and analyse the multivariate pro	46	10	6	2	4	0.87	87.06
4. Apply the method of least squares to estimate the parameters of a regression model. grammar.	41	14	5	4	4	0.85	84.71
5. Perform Test of Hypothesis as well as calculate confidence interval for a population parameter for single sample and two	42	13	7	2	4	0.86	85.59
2.PCC- 20CSD103 COMPUTER SYSTEM ARCHITECTURE							
1. Design digital circuits for computer components.	18	17	17	10	6	0.69	69.12
2. Implement fixed-point and floating point arithmetic unit.	14	22	18	8	6	0.69	68.82
3. Understand the basics structure of computers, operations and instructions.	16	18	18	9	7	0.68	67.94
4. Understand pipelined execution and parallel processing architectures.	19	16	18	9	6	0.70	69.71
5. Analyze the various memory systems and I/O communication.	13	21	19	10	5	0.68	67.94
3. PCC-20CSD104 DATA STRUCTURES USING PYTHON							
1. Describes the Abstract Data Types, Arrays, Sets and Maps	45	13	5	2	3	0.88	87.94
2. Explains the Algorithm Analysis, Searching and Sorting	40	21	3	0	4	0.87	87.35
3. Understand the Linked Structures, Stacks, and Queues	44	15	4	1	4	0.88	87.65
4. Examine the Advanced Linked Lists, Recursion, and Hash Tables	41	18	3	2	4	0.86	86.47
5. Construct of Advanced Sorting, Binary Trees, and Search Trees	42	17	4	1	4	0.87	87.06

4. PCC- 20CSD105 OBJECT ORIENTED PROGRAMMING - JAVA							
1. Choose object-oriented programming concepts for problem solving.	18	18	16	7	9	0.69	68.53
2. Create and use packages and interfaces.	14	19	19	8	8	0.67	66.76
3. Develop multithreaded applications with synchronization.	16	21	15	9	7	0.69	68.82
4. Provide computed based solutions by using java collection framework and I/O classes	17	20	14	10	7	0.69	68.82
5. Design GUI based applications	14	20	19	6	9	0.67	67.06
5. 20CSD106 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE							
1. Formulate a problem and build intelligent agents.	19	27	11	7	4	0.75	74.71
2. Apply appropriate searching techniques to solve a real world problem.	20	24	10	8	6	0.73	72.94
3. Evaluation of different uninformed search algorithms on well formulate problems along with stating valid conclusions that	21	23	11	10	3	0.74	74.41
4. Formulate and solve given problem using Propositional and first order logic.	21	19	17	7	4	0.74	73.53
5. Formulate and solve given problem using Propositional and first order logic.	23	22	13	7	3	0.76	76.18
6. Apply reasoning for non-monotonic AI problems.	19	26	13	5	5	0.74	74.41
6. 20CSD203 DATA STRUCTURES USING PYTHON LABORATORY							
1. Describes the Abstract Data Types, Arrays, Sets and Maps	34	20	7	2	5	0.82	82.35
2. Explains the Algorithm Analysis, Searching and Sorting	35	19	8	0	6	0.83	82.65
3. Understand the Linked Structures, Stacks, and Queues	34	21	5	2	6	0.82	82.06
4. Examine the Advanced Linked Lists, Recursion, and Hash Tables	37	18	7	1	5	0.84	83.82
5. Construct of Advanced Sorting, Binary Trees, and Search Trees	35	23	3	1	6	0.84	83.53
7. 20CSD204 OBJECT ORIENTED PROGRAMMING - JAVA LABORATORY							
1. Solve real world problems using OOP techniques.	23	18	11	5	11	0.71	70.88
2. Implement string handling and file handling methods.	25	11	15	8	9	0.70	70.29
3. Design multithreaded applications with synchronization.	21	19	11	10	7	0.71	70.88
4. Develop web applications using AWT components.	22	15	13	9	9	0.69	69.41
5. Create GUI based applications	23	18	10	6	11	0.71	70.59
8. 20CSD205 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE LABORATORY							
1. Formulate a problem and build intelligent agents.	29	15	9	7	8	0.75	74.71
2. Apply appropriate searching techniques to solve a real world problem	27	16	13	5	7	0.75	75.00
3. Evaluation of different uninformed search algorithms on well formulate problems along with stating valid conclusions that	29	15	10	7	7	0.75	75.29
9. 20CHE901 ENVIRONMENTAL SCIENCE							
1. Ability to understand the natural environment, its relationship with human activities and need of the day to realize the im	36	15	13	0	4	0.83	83.24
2. The knowledge of various ecosystems and their importance along with the concepts of food chains, food webs and ecolog	34	22	8	1	3	0.84	84.41
3. Familiarity with biodiversity, its importance and the measures for the conservation of biodiversity.	37	14	11	3	3	0.83	83.24
4. The knowledge about the causes, effects and controlling methods for environmental pollution, along with disaster manag	33	19	11	1	4	0.82	82.35
5. Awareness about the sustainable development, environmental ethics, social issues arising due to the environmental disor	35	17	11	1	4	0.83	82.94

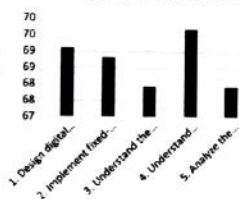
10. SOC-20CSD601 Web Scripting

1. Design pages with HTML and CSS attributes.	31	18	8	6	5	0.79	78.82
2. Design and develop web applications with the support of client side validations.	32	16	11	5	4	0.80	79.71
3. Use well-formed XML documents and develop PHP scripts with may support of object oriented features.	33	14	13	4	4	0.80	80.00
4. Manage the session in web browser through Cookies & Sessions and able to communicate with other web pages through	29	19	12	5	3	0.79	79.41
5. Design and develop web applications with the database interactions (thorough SQL queries) and apply Node JavaScript ar	29	18	12	5	4	0.79	78.53

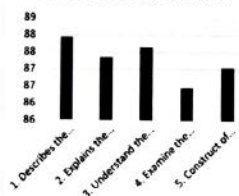
1. BSC-20MAT111 PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE



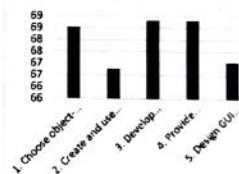
2. PCC- 20CSD103 COMPUTER SYSTEM ARCHITECTURE



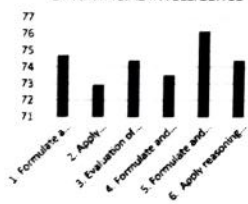
3. PCC-20CSD104 DATA STRUCTURES USING PYTHON



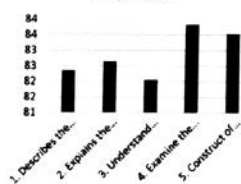
4. PCC- 20CSD105 OBJECT ORIENTED PROGRAMMING - JAVA



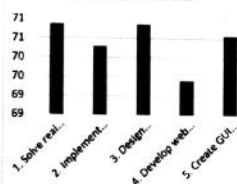
5. 20CSD106 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE

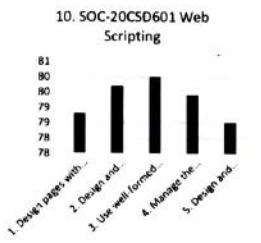
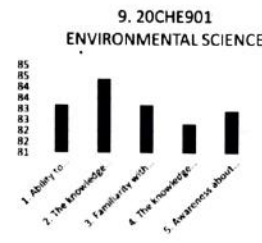
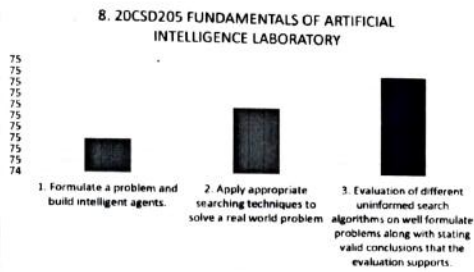


6. 20CSD203 DATA STRUCTURES USING PYTHON LABORATORY



7. 20CSD204 OBJECT ORIENTED PROGRAMMING - JAVA LABORATORY





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