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	A	B	C	D	E	Attainment of COs	
						Attainment	**% of Attainement**
1.BSC-20MAT111 PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE							
1. Understand the probability concepts and their importance in engineering.	41	25	12	2	4	0.82	82.38
2. Apply discrete and continuous probability distributions to solve various engineering problems.	35	29	17	1	2	0.82	82.38
3. Get an idea about joint density functions, distribution functions to the random variables and analyse the multivariate prob	41	25	15	1	2	0.84	84.29
4. Apply the method of least squares to estimate the parameters of a regression model. grammar.	37	30	12	2	3	0.83	82.86
5. Perform Test of Hypothesis as well as calculate confidence interval for a population parameter for single sample and two	37	29	14	1	3	0.83	82.86
2.PCC- 20CSD103 COMPUTER SYSTEM ARCHITECTURE							
1. Design digital circuits for computer components.	28	32	17	6	1	0.79	79.05
2. Implement fixed-point and floating point arithmetic unit.	24	37	15	7	1	0.78	78.10
3. Understand the basics structure of computers, operations and instructions.	24	37	16	5	2	0.78	78.10
4. Understand pipelined execution and parallel processing architectures.	24	36	16	7	1	0.78	77.86
5. Analyze the various memory systems and I/O communication.	28	30	17	8	1	0.78	78.10
3. PCC-20CSD104 DATA STRUCTURES USING PYTHON							
1. Describes the Abstract Data Types, Arrays, Sets and Maps	25	35	11	7	6	0.76	75.71
2. Explains the Algorithm Analysis, Searching and Sorting	23	35	14	4	8	0.75	74.52
3. Understand the Linked Structures, Stacks, and Queues	27	34	12	2	9	0.76	76.19
4. Examine the Advanced Linked Lists, Recursion, and Hash Tables	23	31	20	3	7	0.74	74.29
5. Construct of Advanced Sorting, Binary Trees, and Search Trees	24	37	13	4	6	0.76	76.43
4. PCC- 20CSD105 OBJECT ORIENTED PROGRAMMING - JAVA							
1. Choose object-oriented programming concepts for problem solving.	37	39	7	1	0	0.87	86.67
2. Create and use packages and interfaces.	43	33	7	0	1	0.88	87.86
3. Develop multithreaded applications with synchronization.	41	33	7	2	1	0.86	86.43
4. Provide computed based solutions by using java collection framework and I/O classes	41	34	6	1	2	0.86	86.43
5. Design GUI based applications	40	34	6	4	0	0.86	86.19
5. 20CSD106 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE							
1. Formulate a problem and build intelligent agents.	28	36	13	4	3	0.80	79.52
2. Apply appropriate searching techniques to solve a real world problem.	30	31	15	5	3	0.79	79.05
3. Evaluation of different uninformed search algorithms on well formulate problems along with stating valid conclusions tha	24	39	11	6	4	0.77	77.38
4. Formulate and solve given problem using Propositional and first order logic.	26	32	18	6	2	0.78	77.62
5. Formulate and solve given problem using Propositional and first order logic.	21	37	17	6	3	0.76	75.95
6. Apply reasoning for non-monotonic AI problems.	24	37	12	7	4	0.77	76.67
6. 20CSD203 DATA STRUCTURES USING PYTHON LABORATORY							
1. Describes the Abstract Data Types, Arrays, Sets and Maps	36	32	10	3	3	0.83	82.62
2. Explains the Algorithm Analysis, Searching and Sorting	28	38	12	3	3	0.80	80.24
3. Understand the Linked Structures, Stacks, and Queues	31	34	11	5	3	0.80	80.24
4. Examine the Advanced Linked Lists, Recursion, and Hash Tables	30	34	10	7	3	0.79	79.29
5. Construct of Advanced Sorting, Binary Trees, and Search Trees	32	34	10	4	4	0.80	80.48
7. 20CSD204 OBJECT ORIENTED PROGRAMMING - JAVA LABORATORY							
1. Solve real world problems using OOP techniques.	46	30	5	3	0	0.88	88.33
2. Implement string handling and file handling methods.	45	31	4	4	0	0.88	87.86
3. Design multithreaded applications with synchronization.	43	30	9	2	0	0.87	87.14
4. Develop web applications using AWT components.	46	26	9	2	1	0.87	87.14
5. Create GUI based applications	46	29	7	2	0	0.88	88.33
8. 20CSD205 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE LABORATORY							
1. Formulate a problem and build intelligent agents.	43	32	5	4	0	0.87	87.14
2. Apply appropriate searching techniques to solve a real world problem	38	30	12	4	0	0.84	84.29
3. Evaluation of different uninformed search algorithms on well formulate problems along with stating valid conclusions tha	42	27	8	6	1	0.85	84.52
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	23	25	19	6	11	0.70	70.24
2. The knowledge of various ecosystems and their importance along with the concepts of food chains, food webs and ecolog	23	19	23	9	10	0.69	68.57

3. Familiarity with biodiversity, its importance and the measures for the conservation of biodiversity.	22	22	21	8	11	0.69	68.57
4. The knowledge about the causes, effects and controlling methods for environmental pollution, along with disaster manag	18	24	22	10	10	0.67	67.14
5. Awareness about the sustainable development, environmental ethics, social issues arising due to the environmental disor	26	21	19	8	10	0.71	70.71
10. SOC-20CSD601 Web Scripting							
1. Design pages with HTML and CSS attributes.	45	28	8	2	1	0.87	87.14
2. Design and develop web applications with the support of client side validations.	39	31	11	2	1	0.85	85.00
3. Use well-formed XML documents and develop PHP scripts with may support of object oriented features.	44	25	12	1	2	0.86	85.71
4. Manage the session in web browser through Cookies & Sessions and able to communicate with other web pages through	41	27	13	2	1	0.85	85.00
5. Design and develop web applications with the database interactions (thorough SQL queries) and apply Node JavaScript an	38	33	9	2	2	0.85	84.52

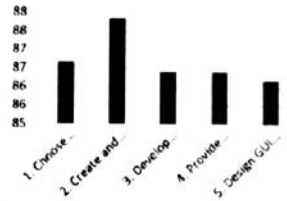1. BSC-20MAT111 PROBABILITY AND STATISTICS FOR COMPUTER SCIENCE

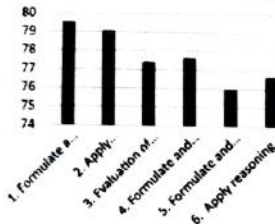2. PCC- 20CSD103 COMPUTER SYSTEM ARCHITECTURE
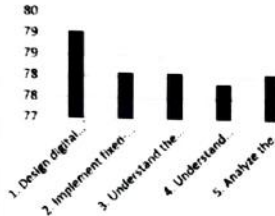
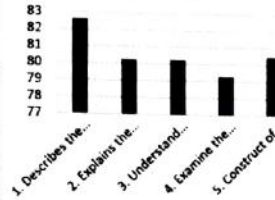3. PCC-20CSD104 DATA STRUCTURES USING PYTHON
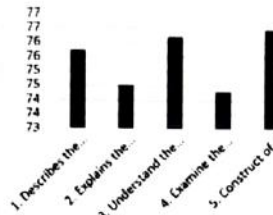
4. PCC- 20CSD105 OBJECT ORIENTED PROGRAMMING - JAVA
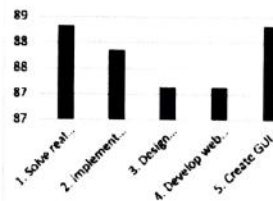

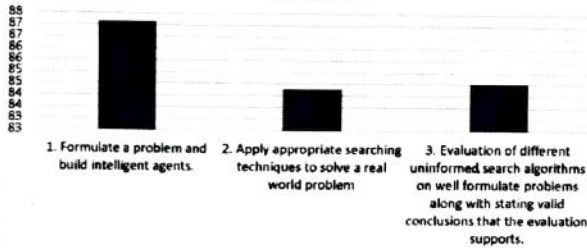5. 20CSD106 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE

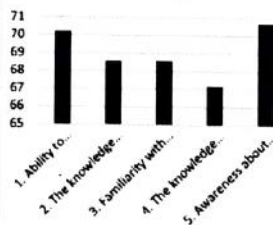6. 20CSD203 DATA STRUCTURES USING PYTHON LABORATORY

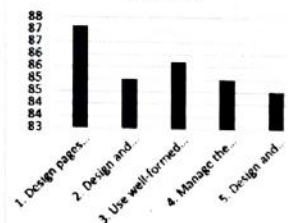7. 20CSD204 OBJECT ORIENTED PROGRAMMING - JAVA LABORATORY

8. 20CSD205 FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE LABORATORY

9. 20CHE901 ENVIRONMENTAL SCIENCE

10. SOC-20CSD601 Web Scripting

M. Nal

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