



INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad -500 043

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING(DATA SCIENCE)

ATTAINMENT OF COURSE OUTCOMES (COS) – ACTION PLAN

Name of the Faculty	Mr.D.Sreenivasulu	Department	CSE(DS)
Regulations	UG20	Batch	2020-2024
Course Name	Design and Analysis of Algorithms	Course Code	ACSC13
Semester	IV	Target Value	70%(2.1 on 3 Scale)

Attainment of COs:

Course Outcomes		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 probability	3	1.8	2.8	Target Attained
CO2	Apply divide and conquer algorithms for solving sorting, searching and matrix multiplication	1.3	1.8	1.4	Target not Attained
CO3	Make Use of appropriate tree traversal techniques for finding shortest path	2.3	1.8	2.2	Target Attained
CO4	Compare Identify suitable problem solving techniques for a given problem and finding optimized solutions using Greedy and Dynamic Programming techniques	0.6	1.8	0.8	Target not Attained
CO5	Apply greedy algorithm Utilize backtracking and branch and bound techniques to deal with traceable and in-traceable problems	2.3	1.8	2.2	Target Attained
CO6	Apply Describe the classes P, NP, NP-Hard, NP- complete for solving deterministic and non deterministic problems	1	1.8	1.2	Target not Attained

Action taken report:

CO2: Conduct Tutorial classes in more efficient way for sorting and searching Algorithms

CO4&CO6: Try to practice the dynamic programming problems & NP hard problems in tutorial classes

D. Sreenivasulu
Course Coordinator

[Signature]
Mentor

[Signature]
HOD

Head of the Department
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Course Name	Design and Analysis of Algorithms	Course Code	ACSC13
Semester	IV	Target Value (Scale)	70% (Q1 on 3)

Attainment of COs					
Sl. No.	Course Outcome	Direct Attainment	Indirect Attainment	Overall Attainment	Observation
CO1	Identify the two basic types of algorithms: greedy and dynamic programming. Apply these techniques to solve problems of optimality.	1.0	1.0	1.0	Target Attained
CO2	Apply divide and conquer algorithm for solving sorting, searching and matrix multiplication problems.	1.0	1.0	1.0	Target not Attained
CO3	Make use of appropriate recursive and iterative techniques for finding shortest path.	1.0	1.0	1.0	Target Attained
CO4	Design efficiently recursive problem solving techniques for a given problem and finding optimal solution using greedy and dynamic programming techniques.	0.5	1.0	0.8	Target not Attained
CO5	Apply greedy algorithm (Huffman tree, knapsack and branch and bound) technique to deal with combinatorial and NP-complete problems.	1.0	1.0	1.0	Target Attained
CO6	Apply Divide the class P, NP, NP-hard, NP-complete for solving deterministic and non-deterministic problems.	1.0	1.0	1.0	Target not Attained