



ANDHRA KESARI UNIVERSITY ::ONGOLE

Model Syllabus for Artificial Intelligence (Minor) in consonance with
Curriculum framework w.e.f. AY 2025-26

COURSE STRUCTURE

Year	Semester	Course	Title of the Course	No. of Hrs /Week	No. of Credits
II	III	1	Computer Fundamentals and Office Automation	3	3
			Computer Fundamentals and Office Automation Lab	2	1
	IV	2	Python Programming and Data structures	3	3
			Python programming and Data Structure lab	2	1
III	V	3	Artificial & Computational Intelligence	3	3
			Artificial & Computational Intelligence lab	2	1
		4	Data Science with R	3	3
			Data Science With R lab	2	1
	VI	5	Exploratory Data Analysis & Data Visualization	3	3
			Exploratory Data Analysis & Data Visualization Lab	2	1
		6	Machine Learning	3	3
			Machine Learning lab	2	1

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SEMESTER-III

COURSE 1: COMPUTER FUNDAMENTALS AND OFFICE AUTOMATION

Theory

Credits: 3

3 hrs/week

Course Objectives

1. Understand foundational computing concepts, including number systems, the evolution of computers, block diagrams, and generational progress.
2. Develop knowledge of computer architecture, focusing on system organization and networking fundamentals.
3. Acquire practical skills in document creation, formatting, and digital presentations using word processing tools.
4. Gain proficiency in spreadsheet operations, such as data entry, formulas, functions, and charting techniques.
5. Introduce data visualization and basic modelling principles, fostering analytical thinking in structuring and interpreting data sets.

Course Outcomes

1. At the End of the Course, The Students will be able to explain different number systems, the historical evolution of computers, and identify key components in a block diagram.
2. Learners will demonstrate basic blocks of a computer and fundamental networking knowledge.
3. Learners will create professional-level documents and design visually appealing presentations using word processing software and presentation software.
4. Learners will manipulate data within spreadsheets, apply formulas, and generate accurate summaries and visualizations.
5. Learners will apply data modelling techniques to analyze, organize, and represent data effectively in various scenarios.

Unit 1. Number Systems, Evolution , Block Diagram and Generations:

Number Systems: Binary, Decimal, Octal, Hexadecimal; conversions between number systems.

Evolution of Computers: History from early mechanical devices to modern-day systems.

Block Diagram of a Computer: Components like Input Unit, Output Unit, Memory, CPU (ALU + CU).

Generations of Computers: First to Fifth Generation – technologies, characteristics, examples.

Unit 2. Basic organization and N/W fundamentals:

Computer Organization: Functional components – Input/Output devices, Storage types, Memory hierarchy.

Types of Computers: Micro, Mini, Mainframe, and Supercomputers.

Networking Fundamentals: Definition, need for networks, types (LAN, WAN, MAN), topology (Star, Ring, Bus).

Internet Basics: IP Address, Domain Name, Web Browser, Email, WWW.

Unit 3. Word Processing and presentations:

Word Processing Basics: Using MS Word/Google Docs – formatting, styles, tables, mail merge.

Presentation Tools: Using PowerPoint/Google Slides – slide design, animations, transitions.

Applications: Creating resumes, reports, brochures, and presentations.

Keyboard Shortcuts

Unit 4. Spreadsheet Basics:

Spreadsheet Concepts: Understanding rows, columns, cells in tools like MS Excel/Google Sheets, cell referencing.

Functions and Formulae: SUM, AVERAGE, IF, COUNT.

Charts and Graphs: Creating visual representations

Data Handling: Sorting, filtering, conditional formatting.

Text Functions: LEFT, RIGHT, MID, LEN, TRIM, CONCAT, TEXTJOIN

Advanced Functions: Logical: IF, AND, OR, IFERROR, Lookup: VLOOKUP, HLOOKUP, XLOOKUP, INDEX, MATCH

Unit 5. Data Analysis and Visualization:

Conditional Formatting: Custom rules, Color scales, Icon sets, Data bars

Data Analysis Tools: Pivot Tables and Pivot Charts, Data Validation (Drop-downs, Input Messages, Error Alerts), What-If Analysis: Goal Seek, Scenario Manager, Data Tables

Charts and Dashboards: Creating Interactive Dashboards, Using slicers with Pivot Tables, Combo Charts and Sparklines

Productivity Tips: Using Named Ranges, Freeze Panes, Split View

Textbooks:

1. **Fundamentals of Computers**, Reema Thareja, Oxford University Press, Second Edition
2. **Fundamentals of Computers**, V. Rajaraman – PHI Learning
3. **Introduction to Computers** by Peter Norton – McGraw Hill
4. **Microsoft Office 365 In Practice** by Randy Nordell – McGraw Hill Education

References:

1. **Excel 2021 Bible** by Michael Alexander, Richard Kusleika – Wiley
2. **Networking All-in-One For Dummies** by Doug Lowe – Wiley
3. **Microsoft Official Docs and Training**: <https://learn.microsoft.com>
4. **Google Workspace Learning Center**: <https://support.google.com/a/users/>

Activities:

Outcome: At the End of the Course, The Students will be able to explain different number systems, the historical evolution of computers, and identify key components in a block diagram.

Activity: Create a digital poster or infographic comparing number systems (binary, decimal, octal, hexadecimal) and illustrating the timeline of computer generations with key innovations.

Evaluation Method: Rubric-based assessment of the poster presentation on a 10-point scale focusing on:

- Accuracy of number system conversions
- Correct identification of block diagram components
- Visual organization and creativity

Outcome: Learners will demonstrate basic blocks of a computer and fundamental networking knowledge.

Activity: Design a concept map showing the internal architecture of a computer and types of networks (LAN, WAN, MAN), including devices and topologies.

Evaluation Method: Checklist-based peer review and instructor validation:

- Completeness of the map
- Correctness of networking concepts

- Use of appropriate terminology
- Logical flow and structure of the map

Outcome: Learners will create professional-level documents and design visually appealing presentations using word processing software and presentation software.

Activity: Prepare a formal report (e.g., project proposal) in a word processor and present it using a slide deck with transitions, embedded media, and design elements.

Evaluation Method: Performance-based evaluation using a 10-point scoring scale:

- Formatting and structure of the document
- Presentation aesthetics and clarity
- Communication skills during presentation

Outcome: Learners will manipulate data within spreadsheets, apply formulas, and generate accurate summaries and visualizations.

Activity: Analyze a dataset (e.g., student scores or sales data) using spreadsheet software. Apply formulas (SUM, AVERAGE, IF, VLOOKUP) and create relevant charts.

Evaluation Method: Practical test with a rubric:

- Correct use of formulas
- Accuracy of data summarie

Outcome: Learners will apply data modelling techniques to analyze, organize, and represent data effectively in various scenarios.

Activity: Prepare an interactive dashboard for a given data set using EXCEL.

Evaluation Method: Evaluation of the dashboard on a 10-point scoring scale:

- Presentation aesthetics and clarity
- Interactiveness
- Communication skills during presentation

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SEMESTER-III

COURSE 1: COMPUTER FUNDAMENTALS AND OFFICE AUTOMATION

Practical

Credits: 1

2 hrs/week

List of Experiments:

1. Demonstration of Assembling and Dessembling of Computer Systems.
2. Identify and prepare notes on the type of Network topology of your institution.
3. Prepare your resume in Word.
4. Using Word, write a letter to your higher official seeking 10-days leave.
5. Prepare a presentation that contains text, audio and video.
6. Using a spreadsheet, prepare your class Time Table.
7. Using a Spreadsheet, calculate the Gross and Net salary of employees(Min 5) considering all the allowances.
8. Generate the class-wise and subject-wise results for a class of 20 students. Also generate the highest and lowest marks in each subject.
9. Using IF, AND, OR, and IFERROR to Automate Grade Evaluation.
 - a. Create a table of student scores in different subjects.
 - b. Use IF to assign grades (A/B/C/Fail).
 - c. Use IFERROR to handle missing scores or invalid data.
10. *Employee Database Search Using VLOOKUP, HLOOKUP, XLOOKUP, INDEX, and MATCH*
 - a. Create a database of employees (Name, ID, Department, Salary).
 - b. Implement VLOOKUP to search by employee ID.
 - c. Use HLOOKUP to extract department heads by role.
 - d. Apply XLOOKUP for more flexible searches.
 - e. Use INDEX + MATCH as an alternative to VLOOKUP.
11. Sales Report Analysis Using Pivot Tables and Charts
 - a. Use a dataset of product sales (Product, Region, Date, Quantity, Revenue).
 - b. Create Pivot Tables to summarize data by region/product.
 - c. Insert Pivot Charts for visual analysis (e.g., bar, line).
 - d. Add slicers to make the dashboard interactive.
12. Designing a Data Entry Form with Drop-downs and Input Rules
 - a. Create a student registration form.
 - b. Add drop-down lists for course selection using Data Validation.

- c. Add input messages to guide users.
- d. Add error alerts for wrong entries.

13. Monthly Budget Planning using Goal Seek and Scenario Manager

- a. Create a simple personal budget (income, expenses, savings).
- b. Use Goal Seek to determine income needed to save a desired amount.
- c. Use Scenario Manager to compare different budgeting scenarios (best/ worst/ realistic case).
- d. Create a one-variable Data Table to analyze how different expenses affect savings.

14. Dashboard Creation Using Combo Charts, Sparklines & Slicers

- a. Use existing sales or attendance data.
- b. Insert combo charts (e.g., column + line).
- c. Add sparklines to show trends.
- d. Use slicers with Pivot Tables to control dashboard elements.
- e. Finalize and format for interactivity.

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SEMESTER-IV

COURSE 2: PYTHON PROGRAMMING AND DATA STRUCTURES

Theory Credits: 3 3 hrs/week

Course Objectives

1. To introduce the fundamentals of Python programming, including environment setup, syntax, and core concepts.
2. To develop problem-solving skills using control flow, functions, and modules.
3. To provide knowledge of Python data structures, file handling, and exception handling for effective programming.
4. To impart object-oriented programming concepts and GUI development skills for building applications.

Course Outcomes (COs)

After successful completion of the course, students will be able to:

1. Explain the basic features, syntax, data types, and operators of Python programming.
2. Apply control flow constructs, functions, and modules to develop structured Python programs.
3. Demonstrate the use of sequences, sets, and dictionaries for effective data handling and manipulation.
4. Implement file handling techniques and apply exception handling mechanisms for robust applications.
5. Develop object-oriented and GUI-based applications using Python.

Unit 1: Basics of Python Programming:

Introduction to Python, Features of Python, Programming Modes - Interactive Mode & Script Mode, Identifiers, Naming Conventions, Keywords (Reserved Words), Built-in Data Types, Literals - Integer, Float, Complex, Boolean, String, Variables, Operators, Expressions, Assignment Statements, Input/Output Statements, Python Syntax (Lines, Comments, Indentation),

Operators & Operands, Classification of Operators - Arithmetic Operators, Relational Operators, Logical Operators, Bitwise Operators, Assignment, Augmented Assignment, Identity Operators, Expressions & Precedence Rules

Unit 2: Control Flow, Functions & Modules:

Control Flow - if Statement, if-else, if-elif-else. Iterative Statements – while, for, Nested Loops, Loop Control Statements – break, continue, pass; else with loops

Need for Functions, Defining & Invoking User-defined Functions, Return Statement, Function Input/Output Cases, Scope of Variables - Local, Global, Nested Functions, Function Arguments - Required, Positional, Default, Variable-length, main() Function, Documentation Strings, Recursive Functions, Anonymous Functions (Lambda), Library Functions

Modules - Import, from..import, Creating & Using Modules, Namespaces

Unit 3: Core Data Types and Python Collections

Strings: Representation, Indexing, Slicing, Immutability, Operators, Methods, Formatting

Lists: Creation, Indexing, Slicing, Mutability, Common Methods, List Comprehension

Tuples: Immutability, Operations, Tuple Assignment

Sets and Frozensets: Methods, Mathematical Operations, Comprehension

Dictionaries: Key-Value Structure, Methods, Traversal, Nested Dictionaries

Unit 4: File Handling, Exception Management & Object-Oriented Programming

File Handling: Types, Opening, Reading, Writing, Closing, CSV Files, OS/Pathlib

Error Types, Exception Handling: try-except, raise, User-defined Exceptions, Assertions

OOP Concepts: Classes, Objects, Attributes, Methods, Constructor and Destructors

Encapsulation: Private and Public Members

Inheritance: Single, Multilevel, Multiple, Method Overriding

Unit 5: Abstract Data Structures and GUI Programming

Abstract Data Structures (ADTs): Concepts and Importance

Linked Lists: Definition, Types- Singly, Doubly, Circular; Node Structure, Insertion, Deletion, Traversal (Single Linked list implementation only)

Stacks: LIFO Principle, Implementation using List, Applications

Queues: FIFO Principle, Implementation using List, Priority Queues

removal
GUI Programming with Tkinter: Widgets (Label, Button, Entry, Menu, Listbox, Canvas etc.), Event Handling, Building Simple GUI Apps

Textbooks:

1. Python Programming-An Object Oriented approach, Anita Goel, Universities Press
2. Python Programming using Problem Solving Approach Reema Thareja Oxford University Press 2020
3. Exploring Python, Budd T A, McGraw-Hill Education, 1st Edition, 2011.

Reference Book:

1. Python: The Complete Reference, Martin C. Brown, Mc Graw-Hill, 2018
2. Fundamentals of Python, Kenneth A. Lambert. (2019), First Programs, 2nd Edition, CENGAGE Publication.

Activities:

Outcome: Explain the basic features, syntax, data types, and operators of Python programming.

Activity: Conduct a "Python Basics Lab" where students write small programs to demonstrate literals, variables, data types, and operators (e.g., swapping numbers, simple calculator).

Evaluation Method:

- Lab performance checklist (execution of 3 mini tasks)
- Short quiz with multiple-choice and fill-in-the-blanks on syntax, data types, and operators

Outcome: Apply control flow constructs, functions, and modules to develop structured Python programs.

Activity: Group activity - "Python Problem Solving Challenge": Students solve real-life problems (e.g., finding prime numbers, grade calculator, menu-driven calculator) using control structures, functions, and importing standard modules.

Evaluation Method:

- Code submission with proper use of functions/modules (20%)
- Viva-voce to explain logic and flow of control (40%)
- Unit test with scenario-based programming questions (40%)

Outcome: Demonstrate the use of sequences, sets, and dictionaries for effective data handling and manipulation.

Activity: Hands-on mini project – "Student Data Manager": Students create a program using lists, tuples, sets, and dictionaries to store and manipulate student records (e.g., marks, courses, hobbies).

Evaluation Method:

- Practical demo of program with at least 5 data operations (add, search, delete, update, traverse)
- Evaluation rubric for correctness, efficiency, and use of appropriate data structure

Outcome: Implement file handling techniques and apply exception handling mechanisms for robust applications.

Activity: Individual assignment - "File-Based Address Book": Students create a program to store, update, and retrieve data from files, with exception handling for invalid inputs or missing files.

Evaluation Method:

- Assessment of program correctness (file read/write, append, delete, exception handling)
- Short quiz with error-tracing and debugging questions (given code with errors, students identify and correct)

Outcome: Develop object-oriented and GUI-based applications using Python.

Activity: Mini Project – "Student Information System with GUI": Students design a simple Tkinter-based application with classes/objects for handling student data, including basic GUI widgets (Entry, Button, Listbox).

Evaluation Method:

- Project demo and presentation (50%)
- Rubric-based evaluation for OOP concepts (classes, inheritance, encapsulation) and GUI design (widgets, event handling) (30%)
- Peer review/feedback on usability (20%)



SEMESTER-IV

COURSE 2: PYTHON PROGRAMMING AND DATA STRUCTURES

Practical

Credits: 1

2 hrs/week

1. Basic Python Programs:
 - a. Write a program to display basic details (name, roll number, department) using print() and demonstrate different literal types (int, float, string, boolean, complex).
 - b. Write a program to perform arithmetic, relational, logical, bitwise, and assignment operations on given inputs.
2. Control Flow Practice
 - a. Write a program to find the largest of three numbers using if-elif-else.
 - b. Write a program to check whether a number is prime or not using loops.
 - c. Write a program to illustrate the use of loop control statements (break, continue, pass).
3. Functions and Recursion
 - a. Write a program to define a function to calculate factorial of a number (using recursion).
 - b. Write a program to demonstrate different types of function arguments (default, positional, keyword, variable-length).
4. Write a program to illustrate string slicing, concatenation, repetition, and built-in methods.
5. Write a program to create a list of numbers, perform insertion, deletion, searching, sorting, and list comprehension.
6. Write a program to demonstrate tuple packing, unpacking, and immutability.
7. Write a program to implement set operations (union, intersection, difference, subset, superset).
8. Write a program to create a dictionary of student roll numbers and marks, and perform add, update, delete, and traversal operations.
9. Write a program to read and display count of vowels, consonants, digits, and spaces of a text file.
10. Write a program to copy the contents of one file into another file.

11. Write a program to read and process student marks from a CSV file (calculate average, highest, lowest).
12. Write a program to demonstrate exception handling using try-except-finally.
13. Write a program to create a class Student with attributes and methods to display details.
14. Write a program to demonstrate single and multilevel inheritance.
15. Implement stack (LIFO) and queue (FIFO) using lists.
16. Implement singly linked lists: node creation, insertion, deletion, traversal.
17. Write a Tkinter program with Label, Entry, and Button widgets to take user input and display it.
18. Write a Tkinter program to create a simple calculator application.

C. P. K.