

ANWARUL- ULOOM COLLEGE (AUTONOMOUS)

(Affiliated To Osmania University)

New Malleshpally, Hyderabad

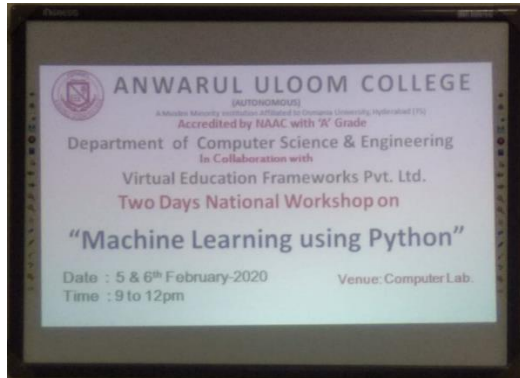
Date: 7th Feb 2020

DEPARTMENT OF COMPUTER SCIENCE

TWO DAYS WORKSHOP ON “MACHINE LEARNING USING PYTHON”

INTRODUCTION

Computer Science is a fast moving field that brings together disciplines including Mathematics, engineering, and electronics. Our courses provides with highly prized in industry and for research. This focuses on parting knowledge to the students in Projects and seminars are conducted to enhance the students’ abilities and skills. Advanced and well equipped labs and infrastructure is provided to the students to study in college. Computer Science is problem solving using computers. Computer Science Majors learn how computers work, from the underlying electronics to the use of high level application programs.



Our degree emphasizes development of analytical skills, acquisition of knowledge and understanding of systems,

languages

and tools

required for effective computation-based problem solving. "The best thing in a Computer Science is that we learn technical skills, competency, and how to think logically, which are integral to the job market of the future.



OBJECTIVE

1. To create awareness among Students about Machine Learning
2. To create learning environment in the College Campus.
3. To promote skill enrichment among the students.
4. To help the students to select a better career choice



Resource Person:

Dr. Sanjay Sing, & Virtual learn team

Target audience:

All Computer Science, Computer Science and Engg. and B.Com.(Computers) students.

Date Of Event: 05 & 06th February 2020

Guests of Honor: 1. Mr. Mohd.Mazharuddin (Principal)
2. Mr. Ahmed Baig (Director, Anwarul uloom group of institutions)

Convener: Mr.Mohd.Ubaid Siddiqui (HOD, Computer Science)

Organizing Committee: 1.Mr.Ubaid Siddiqui
2. Mohd. Habeebullah

No. of Participants: 5 Teachers and 69 Students

Outcome of Seminar: An understanding of the field of Data Science, Machine learning and computing in a global and societal context. An ability to use the techniques, skills and modern computing tools necessary for data science, artificial intelligence, graphic designing and animation practices.