Chapter No.	Topics Description
1	**Concept of Computer Science:** Practical Development of Computer Application, Generation of Computer, New Technologies Configuration with Hardware, Summary, Exercises.
2	**Introduction to AI,** What is AI?, Application of AI, Categories of AI, Acting Humanly, Thinking Humanly, Acting Rationally, Thinking Rationally, Machine learning - The Turing Test Approach, Neuroscience , Robotics Concepts, Expert System, AI becomes an Industry, History of AI, Summary, Exercises
3	Ability to **develop iterative Python programs** with AI. To identify and appreciate Artificial Intelligence and describe its applications in daily life.
4	Introduction to **AI Project** Cycle, How is the Life transferring with AI and Business.
5	**Intelligent Agents,** The structure of Agents, Agents and Environments, PEAS - Performance, Environment, Actuators, Sensors, Types of Intelligent Agents, Simple Reflex Agents, Model Based Reflex Agents, Utility Based Agents, Goal Based Agents, Summary, Exercises
6	**Planning,** The Planning and Multi Agent Planning, Summary, Exercises
7	**Learning,** Forms of learning, A Logical Formulation of Learning, Summary, Exercises
8	To unleash their imagination towards smart homes and build an interactive story around it. To relate, apply and reflect on the **Human-Machine Interactions.**
9	**Robotics,** Introduction, Robot hardware devices, Sensors, Effectors, Robotic Perception, Sensors, Planning to move, Configuration space, Moving, Robotic Software Architecture, Summary, Exercises

10	**AI – Present and Future**
	  ✚ Are We Going in the Right Direction?
	  ✚ What if AI Does succeed?
	  ✚ To let the students analyze the advantages and disadvantages of Artificial Intelligence.