Pragati Engineering College
(Autonomous)

PATHUB
Pragati Advanced Technology Hub

ABOUT THE COLLEGE :

PRAGATI ENGINEERING COLLEGE focuses on imparting skills on cutting–edge technologies and shaping the students into disciplined young citizens of good character and lays emphasis on practical experience so as to enable them to secure employment in the industry thereby becoming entrepreneurs. The courses are so structured which leads to linear growth and progressive insight into the engineering subjects as well as training in soft skills. Since its inception in 2001, in its quest to offer quality education, our college has become a temple of knowledge and produced hundreds of eminent and skill full graduate ate engineers, who are successful in their careers, serving all over the world

Pragati Engineering College
(Autonomous)
#3-180, ADB Road, Surampalem, Kakinada District, A.P-533437

PATHUB
Pragati Advanced Technology Hub

STRIDES 2k26

... exploring the technology frontiers

Department of CSE(Artificial Intelligence & Machine Learning) Presents

E-ARTIFACT

7th January,2K26

ABOUT THE DEPARTMENT

Department of **CSE (Artificial Intelligence & Machine Learning)** have been started in the year 2020-21, with an intake of 60. The intake is increased to 120 in the year 2022- 23 and again the intake is increased to 180 in the year 2023-24 and continued the same in the year 2024-25

The Department of Artificial Intelligence and Machine Learning (AI&ML) is a hub of innovation, exploration, and collaboration at the forefront of modern technology. Within its halls, brilliant minds converge to unravel the mysteries of intelligent systems, crafting algorithms that mimic human cognition and learning processes. Through rigorous research, experimentation, and application, the department pioneers breakthroughs that redefine what's possible in automation, decision-making, and problem-solving. With a commitment to ethical practice and societal impact, AI&ML not only shapes the future of technology but also shapes the way we interact with it, ensuring a world where AI serves humanity's best interests.

Students who specialized in Artificial Intelligence and Machine Learning (AI&ML) open themselves to a myriad of exciting opportunities in today's digital landscape. CSE(AI&ML) students have a wealth of opportunities awaiting them, whether they aspire to drive technological innovation, make a positive impact on society, or pursue academic excellence in the field. The department has excellent infrastructure to support the teaching learning process. The class rooms of the department have the ICT infrastructure. The faculty of the department utilizes these systems to deliver lectures effectively. The latest equipment required for video conferencing and remote lecture delivery are available in the e-class room.

The department has laboratories to serve the teaching and research needs of the students and faculty members. The laboratories of the department have substantial computing resources include the latest hardware and software. The laboratories are equipped with the computers of latest configuration. All the laboratory computers are connected to the campus network using hi- speed Local Area Network. A dedicated leased line provides round-the clock Internet access to all the laboratory computers. The department also maintains a dedicated lab for improving the communication skills of the students.

The college and the department are well served by the central library. The central library has more than 2400 titles related to Computer Science and Engineering discipline. The central library has online subscription to various e-journals and INDEST, J-GATE, N- LIST and DELNET consortiums. The subscription provides online access to reputed engineering journals from professional societies.

E-ARTIFACT-2K26

A NATIONAL LEVEL TECHNICAL EVENT

CHIEF PATRON

Dr. P.KRISHNA RAO,
Chairman

PATRON

Dr. G. NARESH
Principal

CHIEF ADVISORS

Sri M. V. HARANATHA BABU
Director (Management)

Sri. M. SATISH
Vice - President

Dr. K. SATYANARAYANA,
Director (Academics)

Dr. M. RADHIKA MANI,
Dean CDC

CONVENER

Mr. G. Satya Mohan Chowdary
HoD (IT)

HoD

Dr. A. Radha Krishna
HoD CSE(AI & ML)

FACULTY COORDINATORS

Mr.A.Janardhana Rao
Asst. Prof
Mrs. V. Anantha Lakshmi
Asst. Prof

STUDENT COORDINATORS

Mr. B. Sathwik Abhiram
Ms. M. J. S. Anushka

ORGANIZING COMMITTEE

FACULTY COORDINATORS

Mr. A. Janardhana Rao
Mrs. V. Anantha Lakshmi

STUDENT COORDINATORS

Mr. B. Sathwik Abhiram
Ms. M. J. S. Anushka

ML MASTERY CHALLENGE

FACULTY COORDINATOR

Mrs. A. Srujana Jyothi
Mrs. K. S. R. Manjusha

STUDENT COORDINATORS

Mr. U. Diwakar
Ms. P. Uma Sai
Ms. R. Kusuma
Ms.D. Sriya

TEST TRAP

FACULTY COORDINATOR

Mrs. G. V. Rajeswari
Mrs. P. Satyavati

STUDENT COORDINATORS

Ms. V. Koumudi
Ms. B. Mathru Sri
Ms. Ch. Varsha
Mr. L. Benny

Mysti Code

FACULTY COORDINATOR

Mrs. L. Yamuna
Mrs. M. Mani Deepika

STUDENT COORDINATORS

Mr. V. Siddharth
Ms. Sk.Ahmadunnisa
Mr. K. Gowtham Karthik
Ms. V. Sahitya

AI AGENTS

FACULTY COORDINATORS

Mrs. G. Tejasri Devi
Mr. V. Sai Kiran

STUDENT COORDINATORS

Ms. B. Ankita
Ms. D. Sahitya
Ms. B. Jahnavi
Ms. K. Meghana

PRESS COMMITTE

Mr. B. Sathwik Abhiram
Mr. K. Sai Venu Akshay

DEPARTMENT FACULTY

TEACHING

S No	Name of the Faculty	Qualification	Designation
1	Dr. A. Radha Krishna	Ph.D	Professor
2	Mrs. V.Anantha Lakshmi	M.Tech, (Ph.D)	Asst. Prof
3	Mr. A. Janardhana Rao	M.Tech, (Ph.D)	Asst. Prof
4	Mrs. L. Yamuna	M.Tech	Asst. Prof
5	Mr. Y. Ravi Bhushan	M.Tech	Asst. Prof
6	Mrs. T. Sankaramma	M.Tech	Asst. Prof
7	Mrs. G. V .Rajeswari	M.Tech	Asst. Prof
8	Mrs. G. Tejasri Devi	M.Tech	Asst. Prof
9	Mrs. P. Satyavathi	M.Tech	Asst. Prof
10	Mrs. M. Mani Deepika	M.Tech	Asst. Prof
11	Mrs. R. Veera Meenakshi	M.Tech	Asst. Prof
12	Mrs. A .Srujana Jyothi	M.Tech	Asst. Prof
13	Mr. N. V. S. Gopalam	M.Tech	Asst. Prof
14	Mrs. K.S.R.Manjusha	M.Tech	Asst. Prof
15	Mr. V. Sai Kiran	M.Tech	Asst. Prof
16	Mrs. V. Swetha	M.Tech	Asst. Prof
17	Mrs. U. Vasantha	M.Tech	Asst. Prof

NON-TEACHING

1	Ms. P.Pravallika	B.Sc	Computer Operator
2	Ms.M.Nagalakshmi	B.Tech	Programmer
3	Ms. K. S. Ch. Kalyani	B.Tech	Programmer
4	Mr. P. S. Kumar Raja	B.Tech	Technician

Teaching Staff Members

Dr. A. RADHA KRISHNA

HoD - CSE(AI&ML)

Mr. A. Janardhana Rao

Asst. Prof.

Mrs. V. Anantha Lakshmi

Asst. Prof.

Mrs. L. Yamuna

Asst. Prof.

Mrs. G. V. Rajeswari

Asst. Prof.

Mrs. G. Tejasri Devi
Asst. Prof.

Mrs. P. Satyavathi
Asst. Prof.

Mrs. M. Mani Deepika
Asst. Prof.

Mrs. A. Srujana Jyothi
Asst. Prof.

Mrs. K. S. R. Manjusha
Asst. Prof.

Mr. V. Sai Kiran
Asst. Prof.

Non - Teaching Staff Members

Ms. P. Pravallika
Operator

Ms. N. Naga Lakshmi
Programmer

Ms. K. S. Ch. Kalyani
Programmer

Mr. P.S. Kumar Raja
Technician

E-ARTIFACT- REPORT

E-Artifact under STRIDES has been an initiative since 2023, introduced by the Department of ***Artificial Intelligence and Machine Learning*** in association with our college. It serves as a dynamic platform for students nationwide to showcase their talents, enhance their skills, and deepen their knowledge in the revolutionary field of Artificial Intelligence and Machine Learning. Since its inception, E-Artifact has made significant strides in fostering innovation, promoting interdisciplinary collaboration, and empowering participants with valuable insights into the ever-evolving AI & ML landscape.

What does E-Artifact mean?

E-Artifact symbolizes a —***Digital Creation or Masterpiece of Excellence,*** reflecting the creativity and groundbreaking advancements at the core of Artificial Intelligence and Machine Learning.

ML MASTERY CHALLENGE: Gear up for the ML MASTERY CHALLENGE 2026, where participants will be presented with a real-world problem statement and compete across two exciting rounds. They will be challenged to collect and analyze an appropriate dataset and apply suitable machine learning algorithms to build accurate and efficient solutions. This competition is designed to highlight strong analytical thinking, effective model selection, and result optimization skills, giving participants the opportunity to showcase their machine learning expertise and problem-solving abilities.

Organized By: PragatiEngineering College (PEC), Surampalem

Department: DepartmentofCSE(Artificial Intelligence & Machine Learning)

Date: 7thJanuary 2025

Venue: Online (on KagglePlatform)

Prepared By: U. Lalan Diwakar, D. Sriya, Ch. Y. Ramya Sri, K. Stephen Babu, T. Kranthi, R. Kusuma, P. Uma Sai, V. Navya Sri, K. Sai Kiran, M. Lakshmi Sri

Introduction: The ML Mastery Challenge was organized by the Department of Computer Science and Engineering (Artificial Intelligence & Machine Learning) as part of our technical activities. This online machine learning competition was conducted on the Kaggle platform, aiming to provide students with hands-on experience in solving real-world data science and machine learning problems.

The event focused on enhancing participants' analytical thinking, model-building skills, and practical understanding of machine learning concepts. It served as a platform for students to apply theoretical knowledge to real datasets and compete in a professional ML environment.

Objectives of the Event:

The primary objectives of the ML Mastery Challenge were:

• To encourage students to gain practical exposure to machine learning and data science.

• To enhance problem-solving and analytical skills using real-world datasets.

• To promote competitive learning through leaderboard-based evaluation.

• To familiarize participants with industry-standard platforms like Kaggle.

• To identify and reward talented students in the field of machine learning.

Event Details

Date and Time:

Competition Duration (on Kaggle) – 7th January 2025, 10:00 AM to 12:30 PM

Platform Used: The event was conducted online using Kaggle, a globally recognized platform for data science and machine learning competitions. Kaggle provides real-time leaderboards, dataset hosting, and evaluation metrics, making it ideal for competitive ML challenges.

Rounds and Format:

The ML Mastery Challenge consisted of a single comprehensive round:

• Participants were provided with a machine learning problem statement along with a dataset.

• The task involved data preprocessing, feature engineering, model selection, training, and evaluation.

• Submissions were evaluated automatically on Kaggle based on predefined performance metrics.

• The leaderboard displayed real-time rankings based on model accuracy/performance.

• Participants were free to experiment with different algorithms and techniques to improve

• their scores within the given time frame.

Event Proceedings

The competition began with the release of the problem statement and dataset on Kaggle. Participants actively explored the dataset, applied various machine learning models, and continuously improved their submissions based on leaderboard feedback. The challenge tested participants' skills in:

- Data understanding and preprocessing
- Machine learning model implementation
- Performance optimization
- Logical and analytical thinking
- The competitive environment motivated students to learn, experiment, and improve their solutions.

Winners and Runner-Up

1st Place:

1. Bhimesh & Preetham – Pragati Engineering College (PEC), Surampalem
2. Vishal – Pragati Engineering College (PEC), Surampalem
3. Poojitha – Pragati Engineering College (PEC), Surampalem

2nd Place:

1. Shankar – Vel Tech University
2. Anjani – Pragati Engineering College (PEC), Surampalem
3. Srujana – Pragati Engineering College (PEC), Surampalem

Prizes Distributed:

- Cash prizes for top winners.
- Certificates of merit for winners and top performers.
- Certificates of participation for all registered participants.

Conclusion:

The ML Mastery Challenge was a grand success, witnessing enthusiastic participation and active engagement from students. The event successfully achieved its objective of promoting practical machine learning skills and competitive learning. Participants gained valuable exposure to real-world ML workflows and industry-standard tools. The positive feedback received highlights the effectiveness of such hands-on technical events. We thank all the participants, organizers, and faculty coordinators for their support in making this event successful. We look forward to organizing more such innovative and skill- enhancing events in the future.

TEST TRAP: Unleash your skills in the TEST TRAP 2026, where participants will be provided with a fully functional code that successfully passes all given test cases. Competitors must analyze the logic in depth and identify hidden edge cases by generating a new test case where the general code fails. This challenge is designed to highlight critical thinking, debugging expertise, and the ability to uncover logical flaws, giving participants the opportunity to showcase their analytical and problem-solving skills.

Organized By: Pragati Engineering College (PEC), Surampalem
Date: 7th January 2025
Venue: CS7
Prepared By: Ms. V. Koumudi ,Ms. B. Mathru Sri ,Ms. Ch. Varsha ,Mr. L. Benny

Introduction:

Test Trap is a fast-paced online coding quiz designed to evaluate participants' ability to think logically, apply programming fundamentals, and solve problems accurately under strict time constraints. The event challenges participants with time-bound coding questions, encouraging quick decision-making and efficient problem-solving. It is conducted in an auto-evaluated online format and emphasizes both accuracy and speed.

Objectives of the Event:

The primary objectives of the Test Trap event were:

- To evaluate participants' programming logic and problem-solving skills.
- To enhance time management abilities in a competitive environment.
- To encourage individual analytical thinking.
- To test participants' understanding of coding fundamentals.
- To provide exposure to online auto-evaluated coding quizzes.

Event Details:

Date and Time:
Date: 7th January 2026, 10.30am to 12.00pm
Duration: 15 Minutes

Rounds and Format
Number of Rounds: 1
Round 1: Online Coding Quiz
15 coding questions
Time limit: 15 minutes
Each question carries 1 mark

- Questions based on C programming language

Event Proceedings:

The single round is an online coding quiz consisting of 15 C programming questions to be solved within 15 minutes. It tested participants' programming logic, problem-solving ability, and time management, with rankings based on accuracy and speed.

Winners and Runner-Up

1st Place:

1. Bala Uma Shankar – Pragati Engineering College (PEC), Surampalem.
2. Lakshmi Siva Sairam – Pragati Engineering College (PEC), Surampalem.
3. Kavya – GIET, Rajahmundry.

2nd Place:

1.Mohana Ramji Sarvan – Pragati Engineering College (PEC), Surampalem.

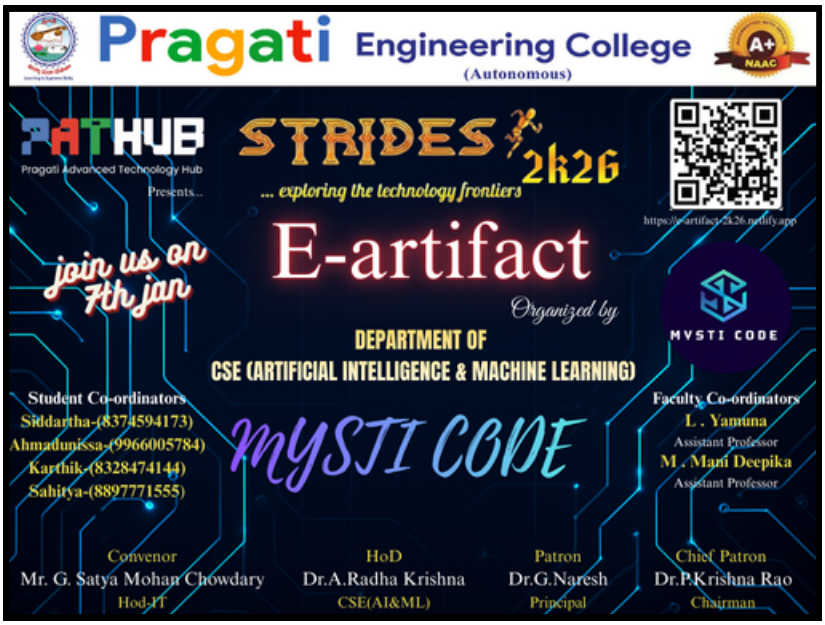
2. Chandra Sekhar – Pragati Engineering College (PEC), Surampalem.
3. Suganya– Pragati Engineering College (PEC), Surampalem.

Prizes Distributed:

- Cash prizes for top winners.
- Certificates of merit for winners and top performers.
- Certificates of participation for all registered participants.

Conclusion :

- The Test Trap – Online Coding Quiz was successfully conducted and received positive participation. The event effectively achieved its objectives by providing a competitive platform that tested participants' coding skills, speed, and accuracy. It helped participants gain confidence in solving problems under time constraints and encouraged competitive learning.



***MYSTI CODE*:** Participants are given 4 - 5 code snippets, each containing logical errors along with embedded comments that act as clues or keys. By carefully analyzing and correcting the errors, participants uncover the correct output, which serves as the input for the next code in the sequence. This creates a chain-solving challenge that tests logical reasoning, debugging skills, and attention to detail. Successfully progressing through all codes requires consistent accuracy and strong problem-solving ability.

Introduction

The Mysti Code Event was organized by Pragati Engineering College (PEC), Surampalem, as part of our technical fest, Strides 2026. The "Mysti Code" event focuses on logical reasoning, debugging skills, and problem-solving ability. This event featured a unique chain-based coding challenge where participants were given 4–5 code snippets, each containing logical errors along with embedded clues in the comments. By carefully analyzing and correcting these errors, participants derived the correct output, which acted as the input for the next code snippet. The event encouraged analytical thinking, attention to detail, and consistent accuracy. It was successfully conducted online using the Unstop platform.

Objectives of the Event

The primary objectives of the MYSTI CODE event were:

1. To enhance participants' debugging and logical reasoning skills.
2. To encourage systematic problem-solving through chain-based challenges.
3. To improve attention to detail and accuracy in coding.
4. To provide hands-on experience in analyzing and correcting faulty code.

Event Details

Date and Time:

• Round 1: Debugging Challenge – 7th January 2026

Round and Format:

Single Round:

- Participants solved 4–5 interconnected code snippets where each output served as input for the next code.
- The challenge required participants to identify errors, follow embedded clues, and maintain accuracy throughout the sequence.

Platform Used: The event was conducted online using Unstop, a platform known for hosting competitions with real-time evaluation and leaderboards.

Participant Statistics

• Total Registrations: 468 participants from various colleges.
• Active Participants: 298 participants who attempted the challenge.

Event Proceedings:

Single Round:

- Participants solved 4–5 interconnected code snippets where each output served as input for the next code.
- The challenge required participants to identify errors, follow embedded clues, and maintain accuracy throughout the sequence.

Winners and Runner-Up

1st Place:

1. Sai Praveena – Pragati Engineering College (PEC), Surampalem.
2. Durga Prasad – Pragati Engineering College (PEC), Surampalem.
3. Srija – Pragati Engineering College (PEC), Surampalem.

2nd Place:

1. Ramalakshmi – Pragati Engineering College (PEC), Surampalem.
2. Harika – Pragati Engineering College (PEC), Surampalem.
3. Sanjyana– Aditya Degree College, Rajahmundry.

Prizes Distributed:

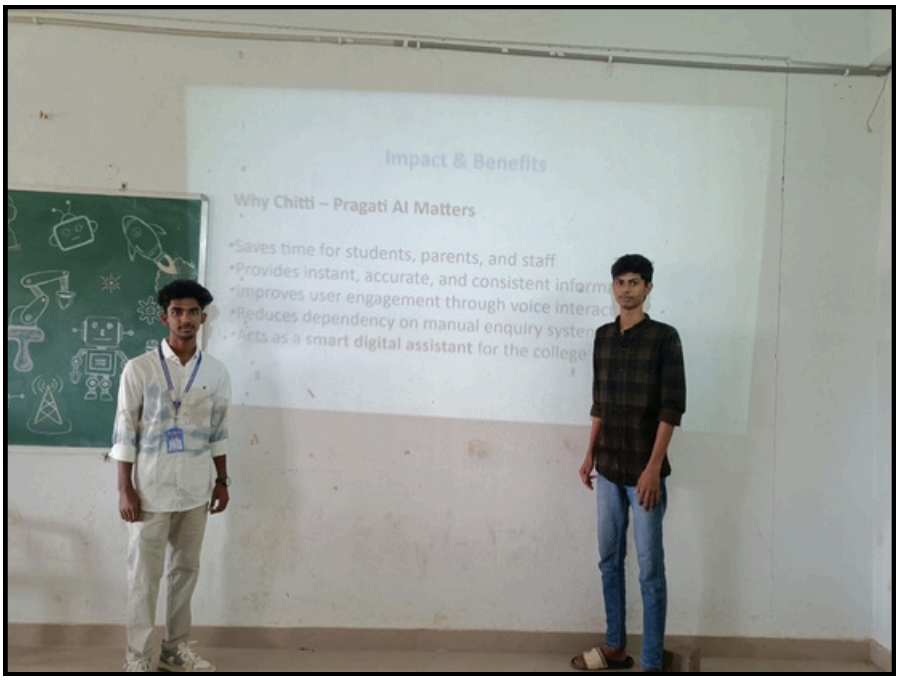
- Cash prizes for top winners.
- Certificates of merit for winners and top performers.
- Certificates of participation for all registered participants.

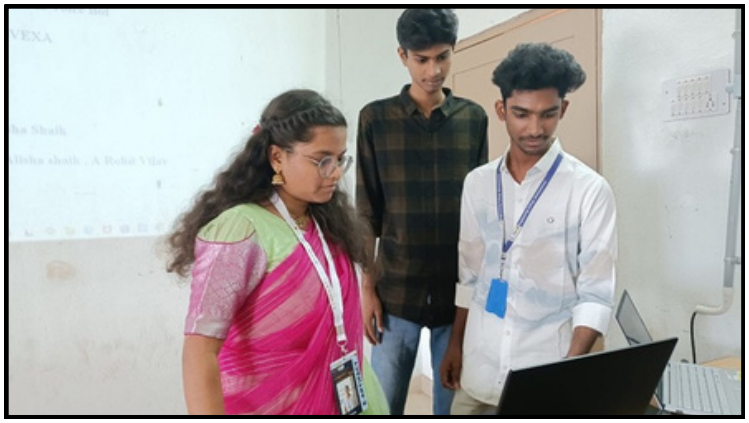
Conclusion:

We thank all the participants, organizers, and supporters for making this event remarkable.

We look forward to hosting more such inspiring events in future

AI AGENT: The AI AGENT event was organized at our college to provide students with practical exposure to artificial intelligence and automation. The event focused on building simple AI-based agents capable of performing tasks such as chatting, reminders, data fetching, or interactive mini games with minimal human intervention. Participants explored how AI programs can think, respond, and act intelligently using basic logic and algorithms. Through this event, students gained hands-on experience in designing and implementing smart agents. The activity encouraged creativity, analytical thinking, and problem-solving skills. It also helped participants understand real-world applications of AI in everyday systems.





Organized By: Pragati Engineering College (PEC), Surampalem
Date:7th January 2026
Venue: Offline at CS-8 & Online in Google Forms
Prepared By: Naga Jahnavi, Sahitya , Ankita ,Ramaneswari, Teja Sri

Introduction:-

Participants will create a simple AI-based agent that can perform basic tasks automatically with little human help. The agent can be anything-a chatbot, task reminder, or mini game bot. This event helps students explore how AI can make programs think and act smartly.

Objectives of the Event:

The primary objectives of the AI AGENT event were:

- To provide hands-on experience in designing and developing simple AI-based agents.
- To help participants understand real-world applications of AI through automation and intelligent decision-making.
- To encourage creativity and problem-solving skills in building smart systems with minimal human intervention.

Event Details Rounds and Format :

Round 1: Idea Submission

Participants submitted a brief PPT or description outlining the concept, objective, and functionality of their AI-based agent. Shortlisting was done based on innovation and clarity of the idea.

Round 2: Agent Development and Demonstration

Shortlisted participants developedtheirAI-basedagent and demonstrated its working through a live demo or recorded presentation. Evaluation was based on functionality, level of automation, innovation, and effective use of AI concepts.

Round 3: Presentation and Evaluation

Participants presentedtheir agent, explaining the logic, tools or algorithms used, and challenges faced during development. Judges assessed the presentation, technical depth, and overall impact of the solution.

Participant Statistics

Round 1 Submissions:

270 Participants Round

2 Submissions: 120

Participants Round 3

Submissions:
15 Participants

Winners and Runner-Up

1st Place:

1. Sk. Alisha – Pragati Engineering College (PEC), Surampalem.
2. Ajay Kumar – Pragati Engineering College (PEC), Surampalem.
3. Akhil – GIET, Rajahmundry.

2nd Place:

1. Bala Bhanu Shankar – Pragati Engineering College (PEC), Surampalem.
2. Siri Chandhana – Pragati Engineering College (PEC), Surampalem.
3. Sai Pavani– Aditya Degree College, Rajahmundry.

Prizes Distributed:

- Cash prizes for the top 6 winners.
- Certificates of participation for all registered participants.

Conclusion:

The AI AGENT event was successfully conducted with active participation and positive response from the students. The event effectively met its objective of providing hands-on experience in building simple AI-based agents and understanding real-world AI applications. Participants showcased creativity, technical skills, and innovation through their projects. The event created an engaging and competitive learning environment. We sincerely thank the participants, organizers, and faculty coordinators for their support in making the event a success.

SUMMARY OF LIST OF PARTICIPANTS

S.No	Name of the Event	No. of Registrations
1	ML MASTERY CHALLENGE	524
2	MYSTI CODE	468
3	TEST TRAP	422
4	AI AGENT	448

HISTORY OF STRIDES

E-ARTIFACT 2K25

Pragati Engineering College
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#3-180, ADB Road, Surampalem, Kakinada District, A.P-533437

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DEPARTMENT OF CSE(AI&ML)
E-ARTIFACT 2K26

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