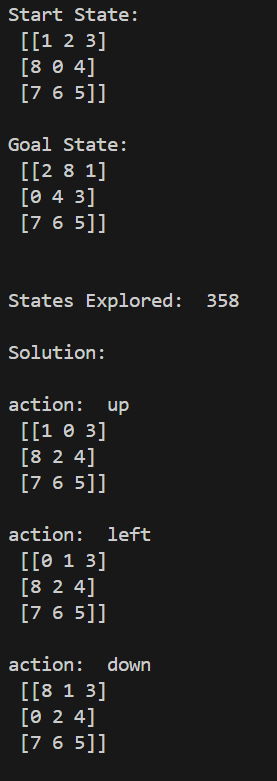
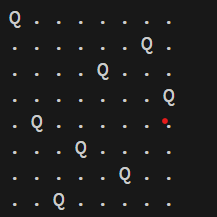
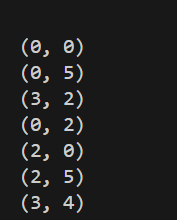
1. 8 – Puzzle Problem



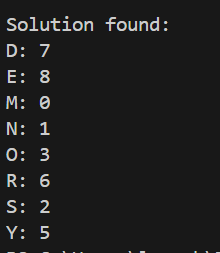
1. 8-Queen



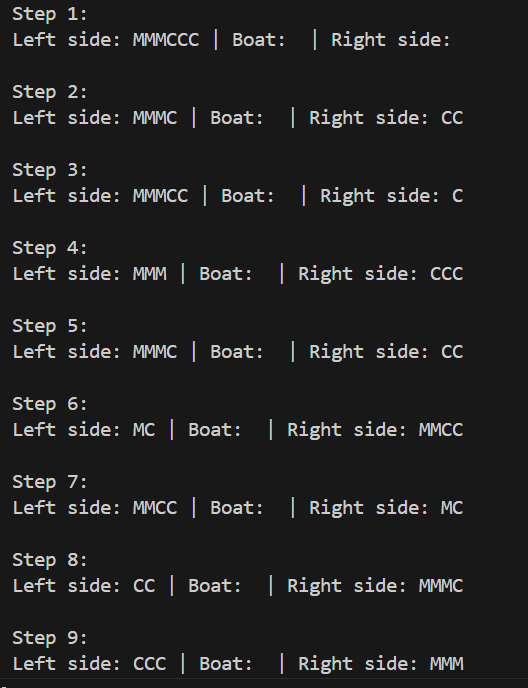
1. Water Jug Problem



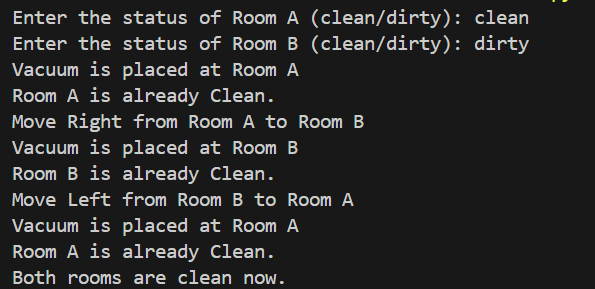
1. Cript-Arithmetic problem



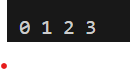
1. Missionaries Cannibal problem



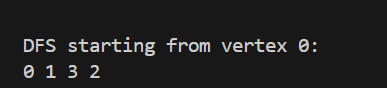
1. Vacuum Cleaner problem



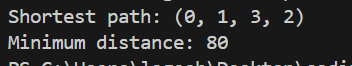
1. BFS



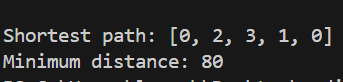
1. DFS



1. Travelling Salesman Problem



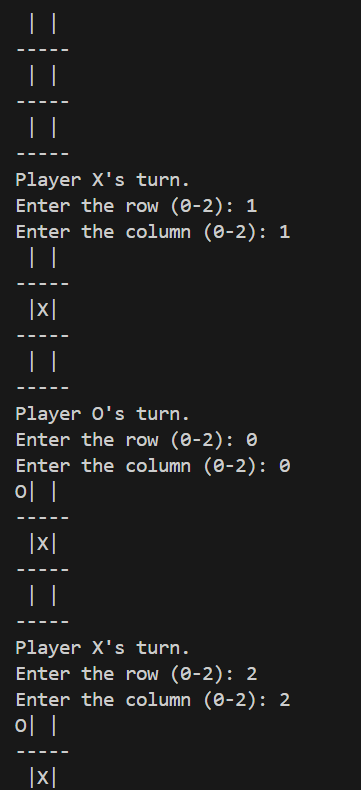
1. A\* algorithm



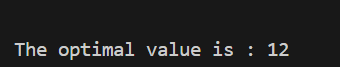
1. Map Coloring to implement CSP



1. Tic Tac Toe game



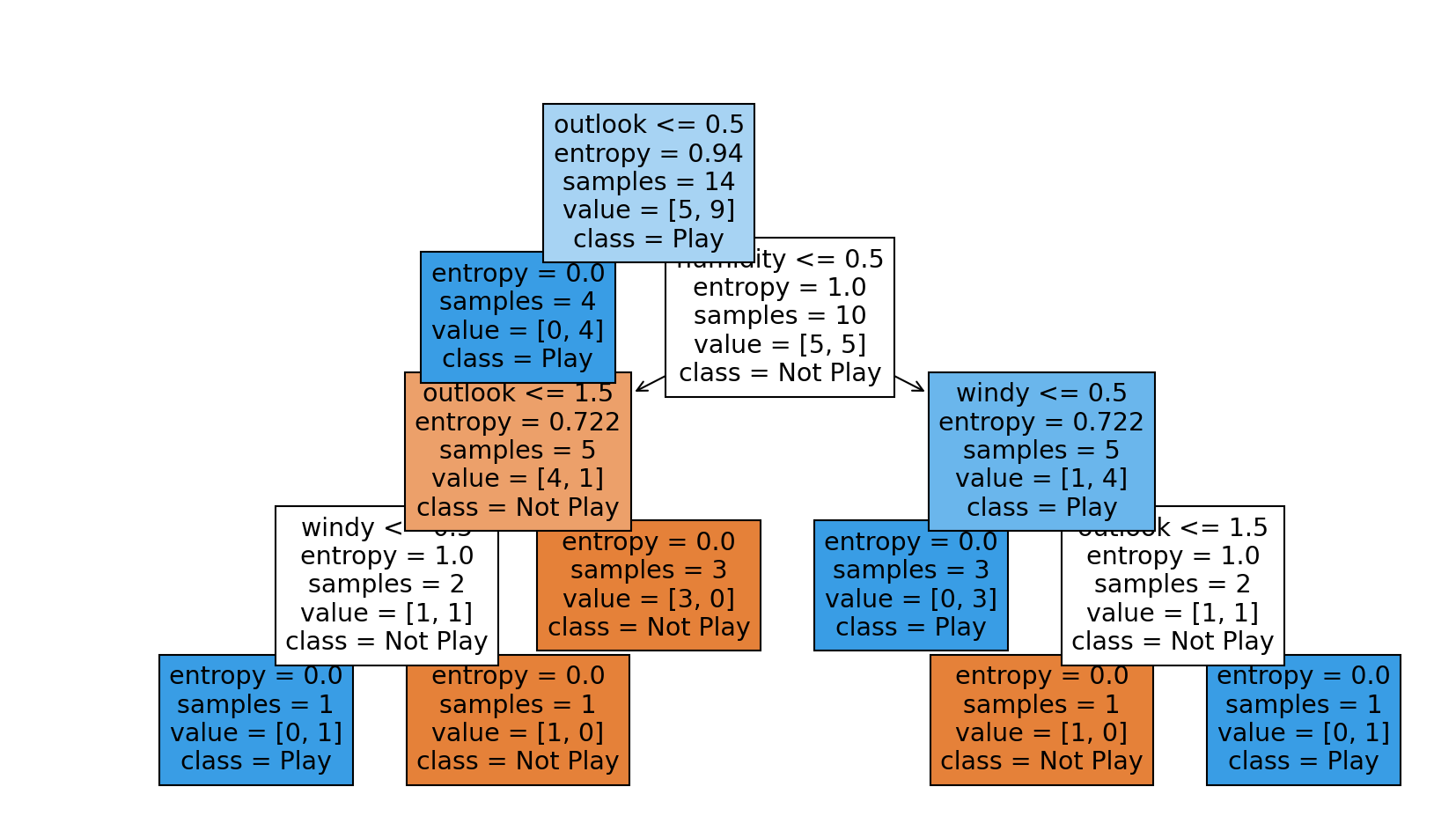
1. Minimax algorithm for gaming



1. Apha & Beta pruning algorithm for gaming



1. Decision Tree



1. Feed forward neural Network

