AI Practical

1A. Implement depth first search algorithm

1B. Implement breadth first search algorithm

2A. Simulate 4-Queen/ N-Queen Problem

2B. Solve tower of Hanoi problem

3A. Implement alpha beta search.

3B. Implement hill climbing problems

4B. Solve water jug problem (there is no A)

5B. Shuffle deck of cards

6A. Design an application to simulate number puzzle problem.

8A. Derive the expressions based on Associative Law

8B. Derive the expression based on Distributive Law

9A. Derive the predicate (for e.g. Sachin is batsman, batsman is cricketer)