

## Prompt Engineering Lab

### Aim

Design prompts for reliable outputs.

### Theory

LLMs follow patterns; structured instructions improve consistency.

### Algorithm

1. Define task.
2. Try zero-shot, few-shot, CoT.
3. Evaluate.
4. Refine.

### Pseudocode

```
template = few_shot + input
```

```
model(template)
```

### Results

Better structured outputs.

### Conclusion

Prompting is iterative experimentation.