INDEX

SI.NO	DATE	NAMEOFTHEEXPERIMENT	PAGENO.	SIGNATURE
1.		Implementation of toy problems		
2.		Developing agent programs for real world problems		
3.		Implementation of constraint satisfaction problems		
4.		Implementation and Analysis of DFS and BFS for an application		
5.		Developing Best first search and A* Algorithm for real world problems		
6.		Implementation of minimax algorithm for an application		
7.		Implementation of unification and resolution for real world problems.		
8.		Implementation of knowledge representation schemes - use cases		
9.		Implementation of uncertain methods for an application		
10.		Implementation of block world problem		
11.		Implementation of learning algorithms for an application		
12.		Development of ensemble model for an application		
13.		Natural language processing-Levels of NLP		
14.		Implementation of NLP programs		
15.		Applying deep learning methods to solve an application.		