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NORTH AMERICAN UNIVERSITY
INSPIRATION INNOVATION GLOBAL COMPETENCE

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Dashboard > COMP > COMP 3317.Algorithms.2016FLL.s1 > 7 November - 13 November > Decision Trees

Started on	Saturday, 3 December 2016, 3:50 PM
State	Finished
Completed on	Saturday, 3 December 2016, 3:53 PM
Time taken	2 mins 24 secs
Marks	3.00/5.00
Grade	**60.00** out of 100.00

Question 1   Correct   Mark 1.00 out of 1.00

You can model games such as chess, checkers, Go, and tic-tac-toe with a game tree where each branch represents a
move by one of the players.

Select one:

◉ True ✓

○ False

The correct answer is 'True'.

Question 2

Incorrect   Mark 0.00 out of 1.00

Which technique is more effective when searching trees?

Select one:

○ a. Branch and bound search

◉ b. Exhaustive search ✖

○ c. Random search

○ d. Linear search

Your answer is incorrect.

The correct answer is: Branch and bound search

Question 3

Correct   Mark 1.00 out of 1.00

If at some point in the game a player has 30 possible moves, the tree at that point has __ possible branches.

Select one:

○ a. 15

○ b. 60

◉ c. 30 ✔

○ d. 2

Your answer is correct.

The correct answer is: 30

Question 4   Incorrect   Mark 0.00 out of 1.00

Simulated annealing is an improved version of the simple improvement to the heuristic random search. Simulated annealing initially makes small changes to a solution and then over time makes larger and larger changes to try to improve the solution.

Select one:

◉ True ✗

◯ False

The correct answer is 'False'.

Question 5   Correct   Mark 1.00 out of 1.00

A _____ is an algorithm that is likely to produce a good result but that is not guaranteed to do so.

Select one:

◯ a. sorting

◯ b. backtracking

◉ c. heuristic ✓

◯ d. distributed

Your answer is correct.

The correct answer is: heuristic