1. 1c:

1970 – First ‘intelligent’ robot

Though autonomous robots had been around for decades by 1970, it wasn’t until the creation of ‘Shakey’ that a robot could actually reason through its actions.

Unlike its predecessors, Shakey the Robot did not need to be instructed on each individual step of a complex process. Rather, it could analyse commands and break them down. So, Shakey represents a weighty AI milestone: the first physical robot controlled by artificial intelligence.

1. 2b:

1.After the war, Turing worked at the [National Physical Laboratory](https://en.wikipedia.org/wiki/National_Physical_Laboratory,_UK), where he designed the [Automatic Computing Engine](https://en.wikipedia.org/wiki/Automatic_Computing_Engine) (ACE), one of the first designs for a stored-program computer.

2.In 1948, Turing joined [Max Newman](https://en.wikipedia.org/wiki/Max_Newman)'s [Computing Machine Laboratory](https://en.wikipedia.org/wiki/Computing_Machine_Laboratory), at the [Victoria University of Manchester](https://en.wikipedia.org/wiki/Victoria_University_of_Manchester), where he helped develop the [Manchester computers](https://en.wikipedia.org/wiki/Manchester_computers)[[13]](https://en.wikipedia.org/wiki/Alan_Turing#cite_note-14) and became interested in [mathematical biology](https://en.wikipedia.org/wiki/Mathematical_biology). He wrote a paper on the chemical basis of [morphogenesis](https://en.wikipedia.org/wiki/Morphogenesis)[[1]](https://en.wikipedia.org/wiki/Alan_Turing#cite_note-googlescholar-2) and predicted [oscillating](https://en.wikipedia.org/wiki/Chemical_clock) [chemical reactions](https://en.wikipedia.org/wiki/Chemical_reaction) such as the [Belousov–Zhabotinsky reaction](https://en.wikipedia.org/wiki/Belousov%E2%80%93Zhabotinsky_reaction), first observed in the 1960s.

3.the codebreaking machine the Bombe

1. 2e: The goal of the game is toproof that a machine can think. In the game the interrogator must determine which one of the participants is a human and which one is the machine.Turing’s game consists three participants, two participants and an interrogator. All members of the team in this game are unable to have any physical contact and do not have any knowledge of their identities. In addition, all players are situated in some separate rooms.The interrogator is given the task of trying to determine which player is a machine and which one is the [human](https://www.cram.com/subjects/human). The test does not check the ability of given correct answers to questions, only how closely answers be like those a human would.