

Department of Computer Engineering Artificial Intelligence Lab Manual

## Artificial Intelligence (01CE1702) Lab Manual 24-25

Name:

ER no.:

Class:

< Enrollment no >



## **FACULTY OF TECHNOLOGY**

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Lab	Program	Signature	Marks
1.	Write a prolog Program to understand the concept of facts and queries.		
2.	Write a prolog program to implement the following:		
	a. Factorial of a given number		
	b. Fibonacci of a given number		
3	Write a Prolog program to perform the following operations of the		
	list, i) To display the element of the given list, ii) To check given		
	element is in the list or not, iii) To print the last element of the list,		
	Iv) To print the sum of the elements of the given list.		
4.	Implement a Family Tree and define the following predicates:		
	1)parent(X,Y)		
	2) Father(X,Y)		
	3) Mother(X,Y)		
	4) Sister(X,Y)		
	5)Brother(X,Y)		
	6)Grandfather(X,Y)		
	7)Grandmother(X,Y)		
5.	Assume given a set of facts of the form father(name1,name2) (name1 is the		
	father of name2)		
	Define a predicate cousin(X,Y) which holds iff X and Y are cousins.		
	Define a predicate grandson(X,Y) which holds iff X is a grandson of Y.		
	Define a predicate descendent(X,Y) which holds iff X is a descendent of Y.		
	Define a predicate grandparent(X,Y) which holds iff X is a grandparent of Y.		
	Consider the following genealogical tree:		
	father(a,b).		
	father(a,c).		
	father(b,d).		
	father(b,e).		
	father(c,f).		
	Say which answers, and in which order, are generated by your definitions for		
	the following queries in Prolog:		
	?- cousin(X,Y).		
	?- grandson(X,Y).		
	?- descendent(X,Y).		
	?-grandparent(X,Y).		
6.	Write a program to solve Tower of Hanoi problem		
7.	Write a program to implement BFS for Water Jug problem/ 8 Puzzle problem	1	
	or any Al search problem		
8.	Write a program to implement DFS for Water Jug problem/ 8 Puzzle problem		
	or any AI search problem		
9.	Write a program to implement Single Player Game (Using Heuristic Function)		
10	Write a program to Implement A* Algorithm.		
11.	Implement the Mini Max algorithm for game playing	1	
12.	Write a program to solve N-Queens problem		
13	Develop an NLP application		
	Implement Library for visual representations of text data		
14	implement Liorary for visual representations of text data		

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Practical 1: Introduction to Prolog and understanding its terminology.

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