

SOCIETY OF ST. FRANCIS XAVIER PILAR'S  
**FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING**

**CONTENTS**

| Sr. No. | EXPERIMENT / ASSIGNMENT  | PAGE NO. | DATE     | REMARKS |
|---------|--|----------|----------|---------|
| 1.      | Tic Tac Toe game implementation by a) Brute force Method<br>b) Heuristic Approach      |          | 29/01/24 |         |
| 2.      | Tic Tac Toe game implementation by Magic Square Method                                 |          | 12/02/24 |         |
| 3.      | Use DFS problem Solving method for a) Water Jug Problem<br>b) Missionaries & Cannibals |          | 26/02/24 |         |
| 4.      | Use BFS problem solving method for a) Water Jug Problem<br>b) Missionaries & Cannibals |          | 03/03/24 |         |
| 5.      | Eight puzzles game solution by A* algorithm  |          | 11/03/24 |         |
| 6.      | Implementation of A0* algo.  |          | 18/03/24 |         |
| 7.      | Block world problem solving by Hill climbing method                                    |          | 08/04/24 |         |
| 8.      | Programming in PROLOG<br>- Tower of Hanoi - N-Queens                                   |          | 08/04/24 |         |
| 9.      | Simple prototype for expert systems  |          | 13/04/24 |         |
| 10.     | Travelling Salesman Problem  |          | 15/04/24 |         |
| 11.     | Assignment - 1   | UT1-14   | 17/02/24 |         |
| 12.     | Assignment - 2   | UT2-15   | 05/04/24 |         |

Certified that the term work in the

Subject Artificial Intelligence

was done within the four walls of


**FR. CONCEICAO RODRIGUES COLLEGE OF ENGINEERING**

By : Name of Candidate Namrata Joshi

Roll No.: 9545

Semester : VI Year 2023-24

Exam Seat No.: \_\_\_\_\_

  
Teacher in-charge

Principal