BABCOCK UNIVERSITY, ILISHAN-REMO, OGUN STATE, NIGERIA SCHOOL OF COMPUTING AND ENGINEERING SCIENCES

DEPARTMENT OF COMPUTER SCIENCE

2 2 2023 ACADEMIC SESSION [WEDNESDAY, NOVEMBER 02, 2022]

FIRST SEMESTER – 2022 2023 ACADEMIC S	ESSION [WEDNESDAY, NOVEMBER 1
MID-SEMESTE	R EXAMINATION CODE: COSC 423
COURSE TITLE: Artificial Intelligence and Applications	ALLOTTED TIME: 40Mins
FACILITATORS: Ernest E. Onuiri PhD Olamide Kalesanwo PhD Ola	adipo Sunday
STUDENT INFORMATION – Ple Computer Science – Group A Computer Science – Computer Technology Software Engineering – CLASS NUMBER:	Group A Software Engineering – Group B MATRIC NUMBER: 19/153
(iv) All forms of randomness are grossly disallowed and will attract s	tiff sanctions. (v) There is no typograpms
1. The ability of agents to filter their actions in a bid to actualize defined goals is referred to as a. Filtering b. Trade-off c. Abstraction d. Distraction e. Autonomy 2. The agent that "keeps track of the world" refers to the a. Simple reflex agents b. Model-based agents c. Goal-based agents c. Goal-based agents d. Utility-based agents e. General Learning Agent 3. is to Problem Domain as is to Knowledge Domain a. Dentistry and Gynecology b. Masonry and Carpentry c. Ophthalmology and Medicine d. Pathology and Surgery €. None of the mentioned 4. Which is used to improve the agent's performance? a. Perceiving b. Learning c. Observing d. Listening e. None of the mentioned 5. Which action sequences are used to achieve an agent's goal? a. Search	8. Which is used to provide feedback to the rearrange (a) Critic b. Actuators c. Sensor d. Performance standard e. None of the mentioned 9. Knowledge and reasoning also play a crucial role in dealing with a environment. a. Completely Observable b. Partially Observable c. Largely observable d. Limited e. Favourable d. Limited e. Favourable i. Stochastic, dynamic, and fully observable c. Stochastic, static, and partially observable d. Stochastic, static, and partially observable e. Deterministic, fully observable, and episodic 11. Casuality as a limitation of Expert Systems simply suggests that a. Cause and effect is indeed a reality b. Improvisation for machines is quite a difficult task c. Newtonian law of action and reaction is still real today d. Morality for intelligent agents is still a problem e. None of the mentioned
b. Plan c. Retrieve d. Sync e. Persuasion 6. An algorithm is complete if a. It terminates with a solution when one exists	a. Stochastic, dynamic, fully observable b. Deterministic, static, fully observable c. Stochastic, static, partially observable d. Stochastic, dynamic, partially observable e. Dynamic, static, fully observable
b. It starts with a solution c. It does not terminate with a solution d. It has a loop e. It has a decision parameter. 7. What kind of environment is a crossword puzzle? a Static b. Dynamic c. Semi-dynamic d. Episodic	13. The best treatment chosen by a doctor for a patient for a disease should be based on a. Only current symptoms b. Current symptoms plus some knowledge from the textbooks plus experience c. Factual and Tacit knowledge d. Implicit and Explicit Knowledge e. Current symptoms plus some knowledge from the textbooks
e. None of the mentioned	

time is to strong Al as	ning machine showed that you could use a/an
14 agent program type is to strong Al as agent	22. The Turing machine showed that you could use a/an system to program any algorithmic task.
program type is to weak Al.	program
program type is to weak AL. a. Simple reflex and general learning and goal-based	Electrochemical
b Model-based and adminiereflex	Recursive
General learning and Utility-based	comantic
d General learning	d. All the mentioned
d. General leading of the mentioned e. None of the mentioned e. None of Machina, Caleb acted as based on the structure	e. Machina, which possible asset
Ex Machina, Care	23. In the movie Ex Machina, which possible array of intelligence attributes was Ava's capability tested against?
- reibed by the	attributes self-awareness
l human interrogate	a criousness
machine interrogator	autornomy
human respondent	creativity
d machine respondent	reflection
e. Al system 16. Which of the following is a pivotal event in the history of Artificial	24. Diagnosis and prognosis which are activities associated with the medical world are instances ofandrespectively
Intelligence?	a. Backward Chaining and Forward Chaining
	Forward Chaining and Backword Chaining
1949, Donald O, The Organization 1950, Computing Machinery and Intelligence. 1950, Computing Machinery and Intelligence Organized by John	Facts-driven method and Goal-driven method
b. 1950, Computing Machinery and Conference Organized by John (C.) 1956, Dartmouth University Conference Organized by John	d Completeness and Optimality
McCarthy	6. Goal-driven method and Facts-driven method
d. 1961, Computer and Computer Sense.	is an agent program type with the ability to and
All the mentioned	array of available options by describing the associated decree
17. A critical component of the general learning agent that is structurally	happiness it can derive from its selection.
external to it is the	a. Simple reflex agent
a. critic	b. Model-based agent
b. learning element	c. General learning agent
c. problem generator	d) Utility-based agent
d. performance standard e. performance element	e. Goal-based agent
18. What is rational at any given time depends on	 The following agent program type(s) can be implemented without internal states
	a. Simple reflex agents
a. The agent's prior knowledge of the environment	
b. The actions that the agent can perform	
c. The agent's precept sequence to date	c. Goal-based agents
d. The Vice-Chancellor's opinion is always final	d. Utility-based agents
e. The performance measure that defines the criterion for	e General Learning Agent
success	27. Output segments of AI programming would likely contain
19. A component of the general learning agent that is responsible for	a. Printed language and synthesized speech
eliciting new solutions to improve what it already knows is the	b. Manipulation of a physical object
a. critic	c. Locomotion
(b.) learning element	d. Speech response
c. problem generator	(e.) All the mentioned
d. performance standard	28. The ability of agents to resolve conflicting goals by adopting the
e. performance element	most preferred of the said goals is referred to as
20. Causality as a limitation of Expert Systems does not suggest that	a. Filtering
	b. Trade-off
a. Cause and effect is indeed a reality	c. Abstraction
a. cause and effect is indeed a reality	c. Abstraction d. Distraction
b. improvisation for machines is quite a difficult task	c. Abstraction d. Distraction e. Autonomy
b. improvisation for machines is quite a difficult task c. Newtonian law of action and reaction is still real today	c. Abstraction d. Distraction e. Autonomy 29. If the environment does not change with the passage of time but the
b. improvisation for machines is quite a difficult task c. Newtonian law of action and reaction is still real today d. very action is triggered by a corresponding condition	c. Abstraction d. Distraction e. Autonomy 29. If the environment does not change with the passage of time but the agent's performance score does, then we say the environment is
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b. improvisation for machines is quite a difficult task c. Newtonian law of action and reaction is still real today d. very action is triggered by a corresponding condition e. thinking outside the box is challenging to applications of Al 21. When a conclusion is stated as a probability rather than an exact	c. Abstraction d. Distraction e. Autonomy 29. If the environment does not change with the passage of time but the agent's performance score does, then we say the environment is a. Static b. Continuous
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