ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat	No: Max. Mark	s: 50
1.	Write a program to implement depth first search algorithm.	20
2.	Write a program to simulate 4-Queen problem.	20
3.	Viva	5

Journal

Seat No:

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: Max. Marks: 50

			4
1.	Write a program to implement breadth first search algorithm.		20
2.	State the water jug problem. Write a program to solve water jug problem.	9	20
3.	Viva		5
4.	Journal	0,	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

1.	Write a program to simulate N-Queen problem.	20
2.	Solve travelling salesman problem using artificial intelligence technique.	20
3.	Viva	5
4.	Journal	5

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat	No: Max. Mark	s: 50
1.	Write a program to solve tower of Hanoi problem.	20
2.	Solve the block of World problem.	20
3.	Viva	5

Journal

Seat No:

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____ Max. Marks: 50

1.	Design the simulation of tic – tac – toe game using min-max algorithm.	20
2.	Solve constraint satisfaction problem. (e.g. Map coloring)	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

1.	Write a program to implement alpha beta search.	20
2.	State the water jug problem. Write a program to solve water jug problem.	20
3.	Viva	5
4.	Journal	5

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:		No: Max. Mark	ks: 50
Ī	1.	Design the simulation of tic – tac – toe game using min-max algorithm.	20
	2.	Write a program to solve tower of Hanoi problem.	20

Viva Journal

Seat No:

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Max. Marks: 50

			-		
	1.	Write a program for Hill climbing problem.			
	2.	Write a program which contains three predicates: male, female, parent. Make			
		rules for following family relations: father, mother, grandfather, grandmother,			
		brother, sister, uncle, aunt, nephew and niece, cousin.			
	3.	Viva	5		
	4.	Journal	5		
Colleg		Journal Science Patille			

UNIVERSITY OF MUMBAI

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: Max. Marks: 50

1.	Write a program to solve Missionaries and Cannibals problem.			
2.	Write a program to derive the predicate for the following:-			
	follower(aristotle, socrates)			
	disciple(aristotle, z) follower(Z, socrates)			
	teacher(socrates, aristotle) teacher(Z, aristotle) follower(Z, socrates)			
	false Z=plato			
	follower(plato, socrates)			
	$\begin{array}{ c c c c c c c c c c c c c c c c c c c$			
		& Y		
	teacher(socrates, plato)	Ο,		
	true false			
3.	Viva	5		
4.	Journal	5		

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:	Max. Marks: 50

1.	Write a program to shuffle Deck of cards.	20
2.	Write a program to solve Missionaries and Cannibals problem.	20
3.	Viva	5
4.	Journal	5

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:	Max. Marks: 50

1.	Write a program to implement A* algorithm.	20
2.	Write a program to solve tower of Hanoi problem.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____ Max. Marks: 50

1.	Write a program to implement alpha beta search.		20
2.	Write a program to implement breadth first search algorithm.		20
3.	Viva	Q1	5
4.	Journal	O	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: Max. Marks: 50	Seat No:	G	Max. Marks: 50
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1.	Design an application to simulate number puzzle problem.	20
2.	Write a program to shuffle Deck of cards.	20
3.	Viva	5
4.	Journal	5

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:		Max. Marks: 50
	463	

1.	Write a program which contains three predicates: male, female, parent. Make	
	rules for following family relations: father, mother, grandfather, grandmother,	
	brother, sister, uncle, aunt, nephew and niece, cousin.	
2.	Write a program to implement depth first search algorithm.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____ Max. Marks: 50

1.	Write a program to implement breadth first search algorithm.	20
2.	Write a program to implement A* algorithm.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:		No: Max. Mar	ks: 50
	1.	Derive the expressions based on Distributive law	20
-	2.	Design an application to simulate number puzzle problem.	20

Viva Journal

ARTIFICIAL INTELLIGENCE (USIT5P2)

May Marks: 50

Scat No.		iviax, iviai k	.s. 50
	1.	Solve traveling salesman problem using artificial intelligence technique.	20
	2.	Derive the expressions based on Associative law.	20

Seat No.

Seat No:

Viva Journal

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: ____ Max. Marks: 50

1.	Solve constraint satisfaction problem. (e.g. Map coloring)	20
2.	Solve traveling salesman problem using artificial intelligence technique.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

1.	Write a program to solve water jug problem.	20
2.	Solve the block of World problem.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:		Max. Marks: 50
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1.	Design the simulation of tic – tac – toe game using min-max algorithm.	20
2.	Write a program to simulate 4-Queen problem.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____ Max. Marks: 50

1.	Write a program to solve Missionaries and Cannibals problem.		20	
2.	Solve constraint satisfaction problem. (e.g. Map coloring)			
3.	Viva	.01	5	
4.	Journal	-0/	5	

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: Max. Marks: 50

1.	Write a program to solve tower of Hanoi problem.	20
2.	Write a program to implement breadth first search algorithm.	20
3.	Viva	5
4.	Journal	5

ARTIFICIAL INTELLIGENCE (USIT5P2)

seat 1	NO: Max. Mark	is: 50
1	Design the simulation of tic – tac – toe game using min-max algorithm	20

1.	Design the simulation of tic – tac – toe game using min-max algorithm.			
2.	Write a program to solve tower of Hanoi problem.			
3.	Viva	5		
4.	Journal	5		

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018 ARTIFICIAL INTELLIGENCE (USIT5P2)

Max. Marks: 50

		4
1.	Write a program to solve tower of Hanoi problem.	20
2.	Design an application to simulate number puzzle problem.	20
3.	Viva	5
4.	Journal	5

UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: Max. Marks: 50

1.	1. Solve constraint satisfaction problem. (e.g. Map coloring)				
2.	Design the simulation of tic – tac – toe game using min-max algorithm.	20			
3.	Viva	5			
4.	Journal	5			

UNIVERSITY OF MUMBAL

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No:	x Gr	Max. Marks: 50
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1.	Write a program to solve water jug problem.				
2.	Design an application to simulate number puzzle problem.				
3.	Viva	5			
4.	Journal	5			

UNIVERSITY OF MUMBAL

T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____ Max. Marks: 50

I	1	White a management of desires the manadicate for the following.	20
	1.	Write a program to derive the predicate for the following:-	20
		Lou Pauline Pete Cathy	
)×	Ian	
	S	Lucy Peter	
	2.	Write a program to simulate 4-Queen problem.	20
	3.	Viva	5
	4.	Journal	5
	••	v o willian	

ARTIFICIAL INTELLIGENCE (USIT5P2)

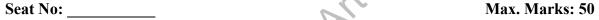
Seat No: Max. Marks: 50

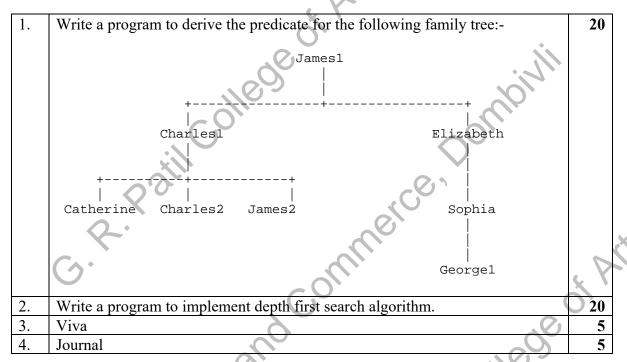
	1.	Write a program to solve water jug problem.	20
	2.	Write a program to derive the predicate for the following the genealogy tree.	20
		We will define a series of relationships – father, mother, sibling, brother,	
		sister, aunt, uncle, grandmother, grandfather and ancestor.	
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T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

ARTIFICIAL INTELLIGENCE (USIT5P2)





UNIVERSITY OF MUMBAI T.Y.B.Sc. INFORMATION TECHNOLOGY (Semester V) (Practical Examination) Second Half 2018

		CA:	
	1.	Write a program to implement breadth first search algorithm.	20
	2.	Write a program to implement A* algorithm.	20
-	3.	Viva	5
1	4.	Journal	5

G.R. Patill College of Arts, science amu College of Arts, Science and Commerce, Dornbini G. Patill College of Arts,