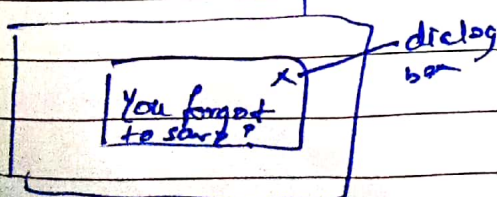


Class Activity

Q2) Inductive reasoning is used as the automated delivery systems used before are mapped to this existing robot sandwich system. Others are left out because not enough evidence (tools, materials) are provided to reach to conclusion. Not abductive reasoning because not enough conclusion provided to reach to evidence or reason.

Inductive reasoning is being used clearly as a general problem that is already solved using the help of Artificial Intelligence is being used to solve this/map onto this existing problem. And whenever we go from general to specific, map seen knowledge to unseen knowledge, it is called inductive reasoning.

Q3) Forgetting occurs if not enough rehearsal/practice is done. It can also occur if not enough attention is given. Interference can also be a factor in forgetting. It is important to discuss this is CS422 as forgetting occurs frequently when user is interacting with interaction system. Sensory memory plays a part in this as information in it gets quickly replaced with new information in the system. So the user forgets and loses track in system. The user in our project can forget to sign up or forget to save driver's data/information. We can alleviate this by providing/popping a dialogue box and so user will save information. We can also provide tutorials, manuals to alleviate forgetting.



Recall can be minimized by using metaphors and signs that will help user to recognise information system and interact best with it to minimize forgetting.

(Q4) As foreigners visit Karachi frequently, there will be a communication gap between the system and the users as system don't understand their/human language and human don't understand their language. Abowde and Boate model can be used in the system by providing different languages to enter information in the system and then system converts this to binary language. We can say a compromise was formed between system and human to interact and so usability maxim.

<input type="checkbox"/>	Choose language	<input type="button" value="next"/>
Which language you want to choose.		

(Q5) Norman is used as interaction model in OS like this:

First, designer forms intention to make user forget less, minimize forgetting. This becomes the goal to achieve. To achieve this goal, he executes task/performs tasks in system and these tasks are evaluated by user in a certain way, perceiving the system state by seeing the different methods used. Then he performs task and system evaluates ^{interprets} if goal has been achieved or not, that was to minimize forgetting factor (dialog box, etc).