Academic Year 2024-25 Sem VI

PROGRAMMING LABORATORY I

ARTIFICIAL INTELLIGENCE ( LP-II) LABORATORY EXPERIMENTS

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| 1. Implement depth first search algorithm and Breadth First Search algorithm, Use an undirected graph and develop a recursive algorithm for searching all the vertices of a graph or tree data structure. |
| 1. Implement A star Algorithm for any game search problem |
| 1. Implement Greedy search algorithm for any of the following application: I. Selection Sort II. Minimum Spanning Tree III. Single-Source Shortest Path Problem IV. Job Scheduling Problem V. Prim's Minimal Spanning Tree Algorithm VI. Kruskal's Minimal Spanning Tree Algorithm VII. Dijkstra's Minimal Spanning Tree Algorithm |
| 1. Implement a solution for a Constraint Satisfaction Problem using Branch and Bound and Backtracking for n-queens problem or a graph colouring problem. |
| 1. Develop an elementary chatbot for any suitable customer interaction application. |
| 6) Implement any one of the following Expert System I. Information management II. Hospitals and medical facilities III. Help desks management IV. Employee performance evaluation V. Stock market trading VI. Airline scheduling & cargo schedules |

Subject Incharge HOD