

AI-Driven Development - 30-Day Challenge-Task-3

Class Slot: Friday – 6:00 PM to 9:00 PM

Instructor: Sir Hamzah Syed

UZMA KANWAL

PART A – Research Questions

1. What new improvements were introduced in Gemini 3.0?

Ans. Gemini 3.0 introduces several major improvements, including advanced reasoning abilities, enhanced skill in solving multi-step complex problems, and better multimodal understanding of text, images, and videos. It also includes a new Generative UI feature that can automatically create creative visual layouts and interactive designs. The agentic abilities of Gemini 3.0 have been strengthened, enabling it to complete large and complex tasks on its own by using multiple tools. Additionally, its speed, accuracy, and security have been significantly improved.

2. How does Gemini 3.0 improve coding & automation workflows?

Ans. Gemini 3.0 improves coding and automation by writing, planning, and debugging code autonomously, using multiple tools, retaining context across large projects, and allowing developers to create apps with simple prompts.

3. How does Gemini 3.0 improve multimodal understanding?

Ans. Gemini 3.0 improves multimodal understanding by processing text, images, and videos together. It can combine information from multiple sources, explain visuals, summarize videos, check facts, and handle complex tasks, making it much better at understanding real-world information in different formats.

Q4: Name any two developer tools introduced with Gemini 3.0?

Ans.1. Antigravity: A new AI coding workspace by Google where AI agents can write, test, and check code on their own, making repetitive or complex tasks easier.

2. Gemini CLI / API: A command-line interface and API that lets developers interact with Gemini 3, generate code, and automate workflows directly from their own tools

PART B – Practical Task (Screenshot)

Required)

Task:

You must complete the following steps:

Update the Gemini 3.0 model

Using the /model command in Gemini CLI, update the Gemini model to the latest version (3.0).

