**Algorithms:**

1. Minimax Search, Alpha-Beta
2. Depth First Search, Breadth First Search,

Depth Limited Search, Iterative Deepening-

Depth First Search, Bidirectional Search

1. Hill Climbing, Best First Search, A\* and AO\*

Algorithm, Constraint satisfaction, Means Ends

Analysis

1. Backtracking and Expert System

**Games:**

8 puzzle, Water jug, missionary and cannibals,

Map traversal / Robot Navigation, N queens,

Tic Tac Toe, Magic Square problem, Monkey

Banana problem