

Instructions to the Students:

1. All Questions are Compulsory.
2. Draw neat diagram wherever necessary.
3. Figures to right indicates full marks
4. Assume suitable data wherever necessary and mention it clearly

	(Level/CO)	Marks
Q. 1 Solve Any Two of the following.		
A) What is AI? Explain the goal of AI.	(Synthesis)	05
B) Explain the advantage and disadvantage of AI.	(Remember)	05
C) List the type of Agent and explain any one.	(Understand)	05
Q.2 Solve Any Two of the following.		
A) Explain steps to solve problem Using AI.	(Understand)	05
B) Explain A* Graph Search with example.	(Remember)	05
C) Explain Depth First Search.	(Understand)	05
Q. 3 Solve Any Two of the following.		
A) What is Constraints Satisfaction Problem explain with example.	(Synthesis)	05
B) List the different types of local consistency and explain any one.	(Remember)	05
C) Write a short note on Intelligent backtracking?	(Remember)	05
Q.4 Solve Any Two of the following.		
A) Explain Game tree with example of Tic-Tac-Toe game.	(Remember)	05
B) Write a short not on Non-deterministic games?	(Understand)	05
C) Write a pseudo-code for Alpha-Beta Pruning.	(Understand)	05
Q. 5 Solve Any Two of the following.		
A) Explain Knowledge-Based Agents in AI.	(Synthesis)	05
B) Explain The Wumpus World in AI with its Properties.	(Remember)	05
C) What is Propositional Logic explain with example.	(Remember)	05
Q. 6 Solve Any Two of the following.		
A) Explain Approximate Inference in Bayesian Networks in AI.	(Synthesis)	05
B) What is Quantifying Uncertainty and explain it use in AI.	(Remember)	05
C) Explain Representing Knowledge in an Uncertain Domain.	(Understand)	05

***** End *****