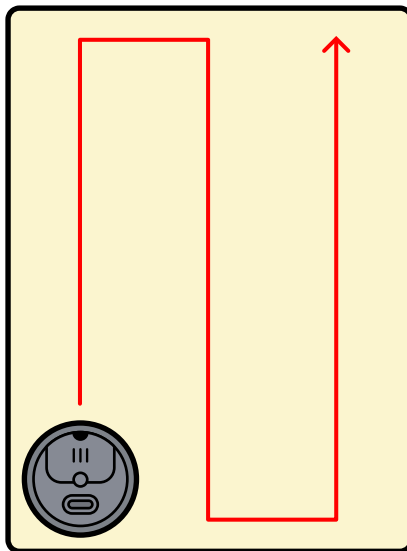


## Rule-Based AIs :

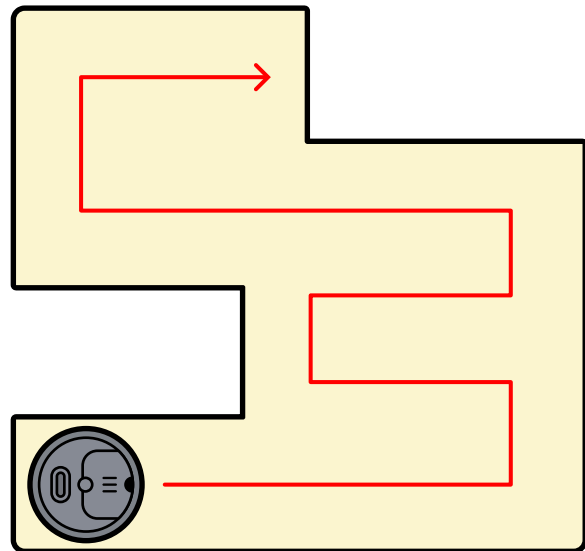
### 1 - A Smart Floor Cleaning Robot

A Smart Floor-cleaning robot that can cover any Area given to it, efficiently. (not going to the same place unless required).

#### Case 1

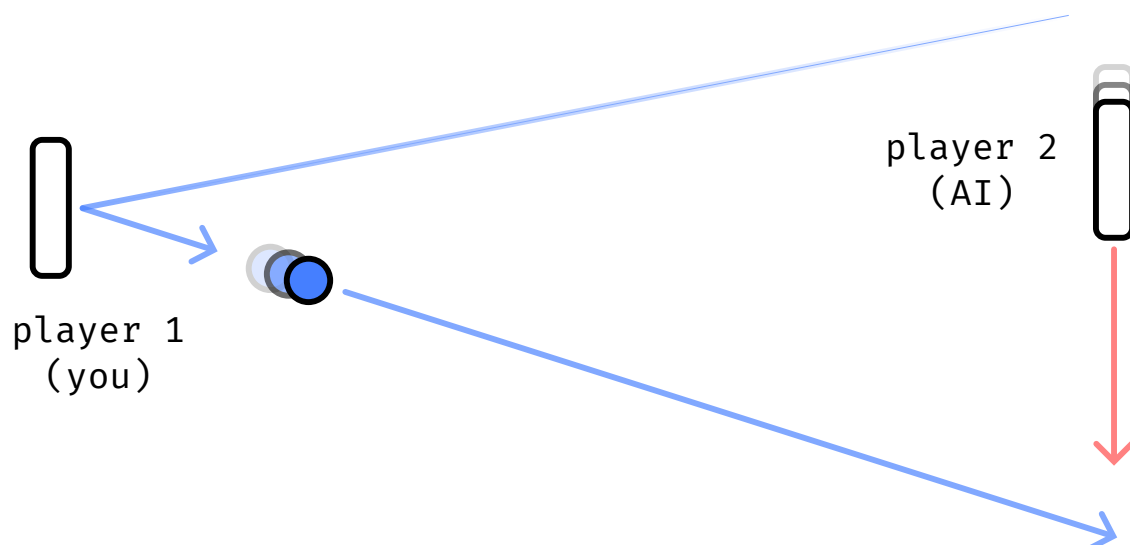


#### Case 2



### 2 - A Video Game Enemy

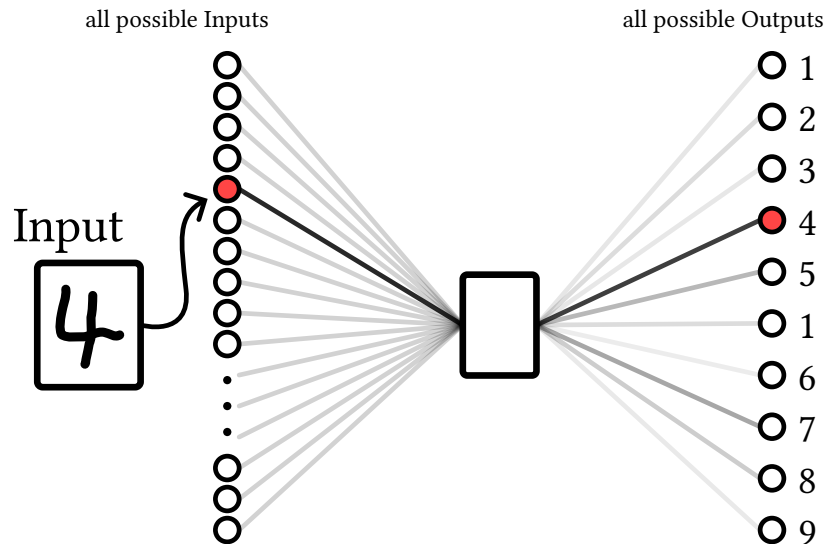
For example the 2nd Player in the game “Pong” could be the computer.



## Learning-Based AIs :

### 1 - Number Identifier :

A drawing area, where you can draw a number 1, 2, 3, ... and the AI will try to guess which number you drew.



### 2 - A Cat/Dog Identifier

An AI that can determine if the image shown to it is of a cat or a dog.

