

# CS161 - Quiz 3

Started: Feb 22 at 5:38pm

## Quiz Instructions

---

### Question 1

1 pts

A min-max search for a large game requires an evaluation function. Which kind of nodes are evaluated using this function?

- ☒ Leaves
- ☐ All nodes
- ☐ All but root node
- ☐ Root node

### Question 2

1 pts

General algorithm applied on game tree for making decision of win/lose is

- ☐ DFS/BFS Algorithms
- ☒ Min/Max Algorithms
- ☐ Greedy Search Algorithms
- ☐ All Above

### Question 3

1 pts

Which of the following problems can be modeled as CSP?

- ☐ Map coloring problem
- ☐ 8-Queen problem
- ☐ 8-Puzzle problem
- ☒ All of the mentioned

**Question 4****1 pts**

Which term is used for a depth-first search that chooses values for one variable at a time and returns when a variable has no legal values left to assign?

- ☐ Reverse-Down-Hill search
- ☐ Hill algorithm
- ☐ Forward search
- ☒ Backtrack search

No new data to save. Last checked at 5:41pm

[Submit Quiz](#)