CS161 - Quiz 3 Results for ZHANG, CHARLES XIAN

Score for this quiz: **4** out of 4

Submitted Feb 22 at 5:41pm

This attempt took 3 minutes.

Question 1   1 / 1 pts

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

Correct!

- ● Leaves

- ○ All nodes

- ○ All but root node

- ○ Root node

Question 2   1 / 1 pts

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

- ○ DFS/BFS Algorithms

Correct!

- ● Min/Max Algorithms

- ○ Greedy Search Algorithms

- ○ All Above

Question 3

1 / 1 pts

Which of the following problems can be modeled as CSP?

○ Map coloring problem

○ 8-Queen problem

○ 8-Puzzle problem

Correct!

◉ All of the mentioned

Question 4

1 / 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

Correct!

◉ Backtrack search

Quiz Score: **4** out of 4