M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

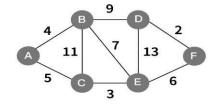
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

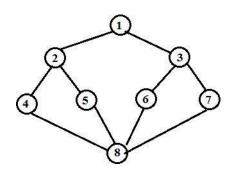
Time: 3 Hours

Max. Marks:35

Q1. Implement Dijkstra's Algorithm to find the shortest path from a single source for the following graph G. [10 Marks]



Q2. Write a Python program to implement Depth First Search algorithm. Refer the following graph as an input for the program. [Initial node=1,Goal node=8] [20 Marks]



OR

Q2. Write a Program to Implement Monkey Banana Problem using Python. [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

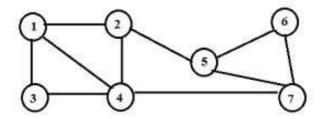
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours Max. Marks:35

Q1. Write a Program to Implement Depth First Search using Python.

[10 Marks]



Q2. Write a program to implement A* algorithm.

[20 Marks]

OR

Q2. Write a Program to Implement Tic-Tac-Toe game using Python.

[20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Max. Marks:35

[20 Marks]

Time: 3 Hours

Q1. Given an array of integers, write a Python Program to sort the array in ascending order using Selection Sort.

[10 Marks]

Q2. Implement Minimum Spanning Tree using Kruskal's Algorithm.

[20 Marks]

OR

Q3. Viva [5 Marks]

Q2. Write a Program to implement 8-Puzzle problem using Python.

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

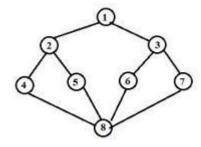
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Write a Python program to implement Depth First Search algorithm. Refer the following graph as an Input for the program. [Initial node=1, Goal node=8]. [10 Marks]



Q2. Write a program to implement AO* algorithm.

[20 Marks]

OR

Q2. Write a Program to Implement Water-Jug problem using Python.

[20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

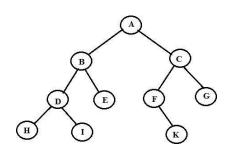
Time: 3 Hours Max. Marks:35

Q1. Implement Dijkstra's algorithm to find the shortest path from a source node to all other nodes in a weighted graph. [10 Marks]

Q2. Write a program to implement Iterative Deepening DFS algorithm.

[20 Marks]

[Goal Node =G]



OR

Q2. Write a Program to Implement Travelling Salesman Problem using Python.

[20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Given an array of integers, write a Python Program to sort the array in descending order using Selection Sort. [10 Marks]

Q2. Develop an elementary Chabot for any suitable customer interaction application. [20 Marks]

OR

Q2. Write a Program to Implement Water-Jug problem using Python. [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

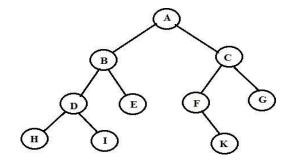
Q1. Write a Program to Implement Breadth First Search using Python.

[10 Marks]

Q2. Write a program to implement Iterative Deepening DFS algorithm.

[20 Marks]

[Goal Node =G]



OR

Q2. Write a program to conduct min - max algorithm

[20 Marks]

Q3. Viva

[5 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours	Max. Marks:35
Q1. Write a program to implement Best First Search.	[10 Marks]
Q2. Write a Program to implement 8-Puzzle problem using Python.	[20 Marks]
OR	
Q2. Solve traveling salesman problem using artificial intelligence technique.	[20 Marks]
Q3. Viva	[5 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

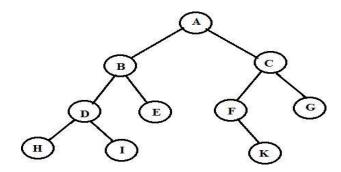
Time: 3 Hours

Max. Marks:35

Q1. Write a Program to Implement Depth First Search using Python.

[10 Marks]

Q2. Write a program to implement Iterative Deepening DFS algorithm. [Goal Node =G] [20 Marks]



OR

Q2. Develop Healthcare Appointment Bot (simple chatbot that helps patients book appointments or find clinic information.) [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

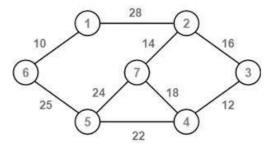
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Given a number of cities and the cost of connecting them, find the minimum cost to connect all cities. Use Prim's algorithm to solve. [10 Marks]



Q2. Write a program to implement A* algorithm.

[20 Marks]

OR

Q2. Write a Python program to implement Mini-Max Algorithm.

[20 Marks]

Q3. Viva

[5 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

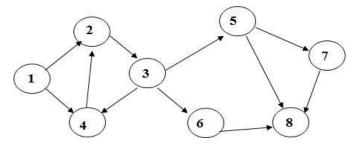
Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Given an array of integers, write a Python Program to sort the array in ascending order using Selection Sort. [10 Marks]

Q2. Write a Python program to implement Breadth First Search algorithm. Refer the following graph as an Input for the program. [Initial node=1,Goal node=8] [20 Marks]



OR

Q2. Write a Program to Implement Monkey Banana Problem using Python. [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

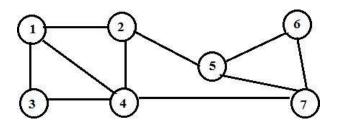
Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Use an undirected graph and develop a recursive algorithm for searching all the vertices of a graph. [10 Marks]

Q2. Write a Python program to implement Depth First Search algorithm. Refer the following graph as an Input for the program. [Initial node=2,Goal node=7] [20 Marks]



OR

Q2. Write a Program to Implement Tic-Tac-Toe game using Python. [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours Max. Marks:35

Q1. Write a Program to Implement Breadth First Search using Python.

[10 Marks]

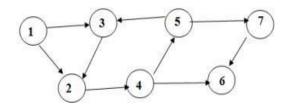
Q2. Implement AO star Algorithm.

[20 Marks]

OR

Q2. Write a Program to Implement Depth First Search using Python.

[20 Marks]



M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

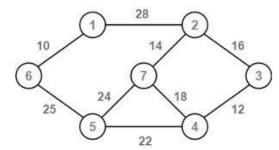
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Given a number of cities and the cost of connecting them, find the minimum cost to connect all cities. Use Prim's algorithm to solve. [10 Marks]



Q2. Write a python program to implement A star Algorithm.

[20 Marks]

OR

Q2. Write a program to solve Missionaries and Cannibals problem.

[20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

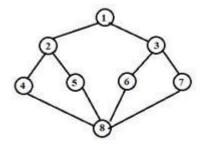
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Write a Python program to implement Depth First Search algorithm. Refer the following graph as an Input for the program. [Initial node=1,Goal node=8] [10 Marks]



Q2. Write a Program to Implement Alpha-Beta Pruning using Python.

[20 Marks]

OR

Q2. Develop a Restaurant Reservation Assistant (A simple chatbot that helps customers make reservations or ask about the menu.) [20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

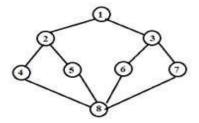
SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Write a Python program to implement Depth First Search algorithm. Refer the following graph as an Input for the program. [Initial node=1,Goal node=8]. [10 Marks]

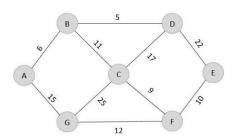


Q2. Write a Program to Implement Tic-Tac-Toe game using Python.

[20 Marks]

OR

Q2. Given a number of cities and the cost of connecting them, find the minimum cost to connect all cities. Use Kruskal's algorithm to solve. [20 Marks]



M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours	Max. Marks:35
Q1. Write a Program to Implement Depth First Search using Python.	[10 Marks]
Q2. Write a Python program to solve water jug problem.	[20 Marks]
OR	
Q2. Write a program to implement Tic-Tac-Toe_take.	[20 Marks]
Q3. Viva	[5 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours	Max. Marks:35
Q1. Write a Program to Implement Breadth First Search using Python.	[10 Marks]
Q2. Write a Program to Implement Tic-Tac-Toe game using Python.	[20 Marks]
OR	
Q2. Develop a FAQ Bot for a University Website (This chatbot can help studen	ts with common
questions about admissions, course registration, or contact details.)	[20 Marks]
Q3. Viva	[5 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

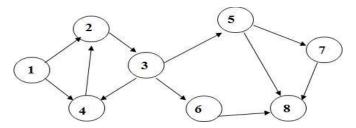
Time: 3 Hours

Max. Marks:35

Q1. Write a Program to Implement Depth First Search using Python.

[10 Marks]

Q2. Write a Python program to implement Breadth First Search algorithm. Refer the following graph as an Input for the program.[Initial node=1,Goal node=8] [20 Marks]



OR

Q2. Write a program to implement A* algorithm.

[20 Marks]

M.Sc. (Computer Application) Sem-III

Practical Examination (2023 Pattern)

SUBJECT: CA-604-MJP

Lab Course on CA-601-MJ (Artificial Intelligence)

Time: 3 Hours

Max. Marks:35

Q1. Write a Program to Implement Depth First Search using Python.

[10 Marks]

Q2. Write a program to implement AO* algorithm.

[20 Marks]

OR

Q2. Given a number of cities and the cost of connecting them, find the minimum cost to connect all cities. Use Kruskal's algorithm to solve. [20 Marks]

