Printing Page(s): 1 Paper Code :DCS-304 Roll No. **MCA-21** 3<sup>rd</sup> Year Examination, Calendar Batch 2015 (A) Artificial Intelligence (B) Neural Network Time: 3 Hours] [ Max. Marks : 100 **Note**. Attempt any **five** questions. All questions carry equal marks. **Section A** Q1. Discuss how statistical learning process is applicable for learning? Q2. What do you know about associative network & frames? Q3. Discuss how neural networks help in solving AI problems? Q4. Explain rule based system architecture. **Section B** O5. Fill in the blanks Classes can be divided into Object belonging to the same class also respond to the same set of message called the of the class. A class may also methods from a super class. Some OOSs permit classes to have two or more direct\_ are basic building block of OOS. 5. There are three types of messages 6. and Turtle is a global graphics object originally used in \_\_\_\_\_ 8. It is well known system design principle used to make systems more and robubl. 9. FORTRAN and PASCAL are example of programming language. 10. All objects are of some class of sub class in OOS. Q6. Describe the advantages of Depth First Search and Breadth First Search? Q7. What do you mean by perceptrons and its learning rules?

Q8. What do you understand by Human brain & it's working levels?