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**B.N: 8**

**Date : 01/06/2020**

**Topic: Artificial Intelligence**

**Github link : <https://ibra7im-darwiesh.github.io/ece001/>**

**Github page :** [**https://github.com/ibra7im-darwiesh/ece001**](https://github.com/ibra7im-darwiesh/ece001)

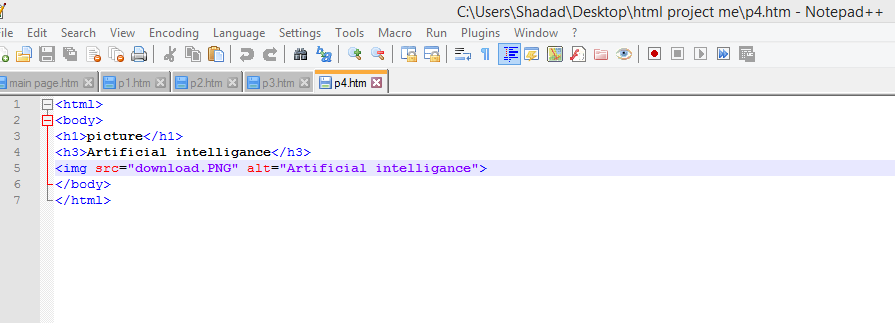
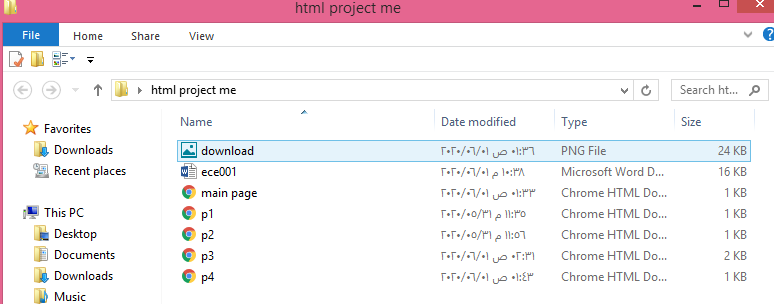
**Application brief :**

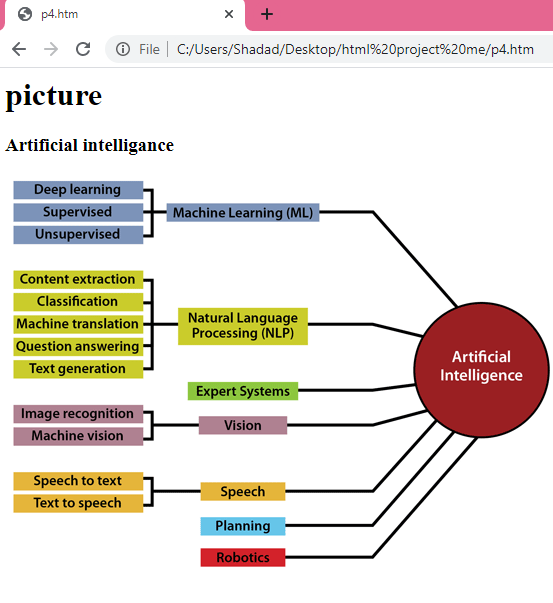
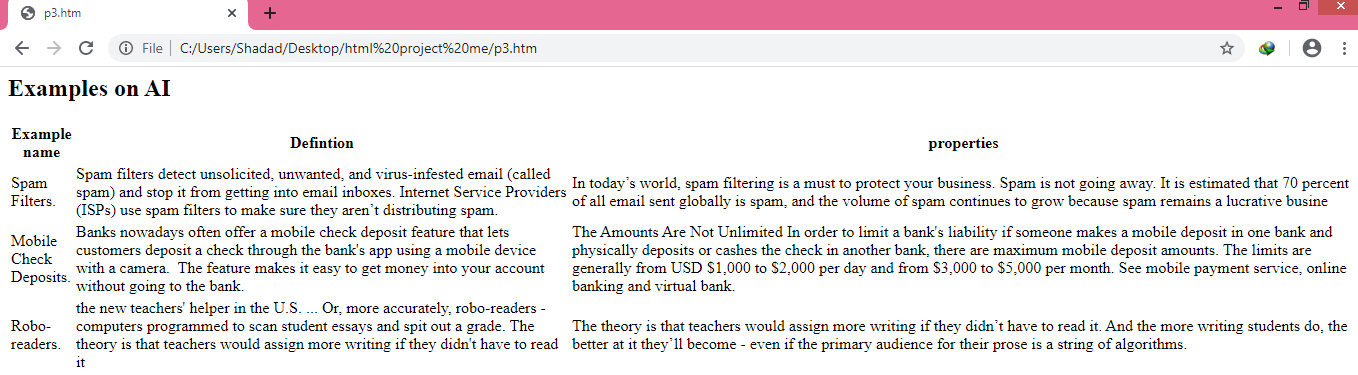
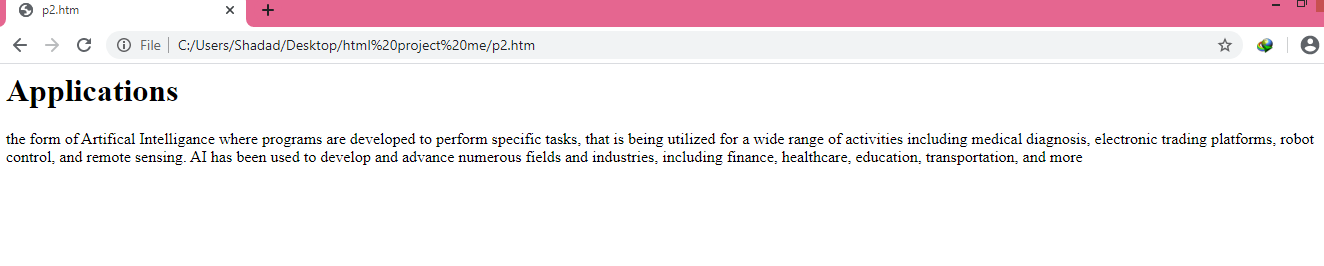
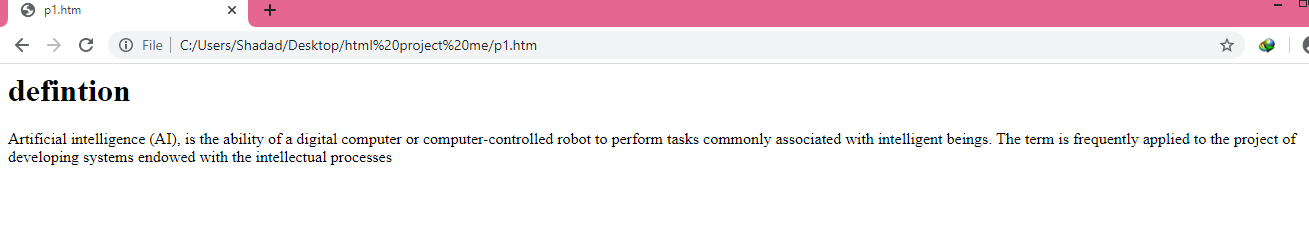
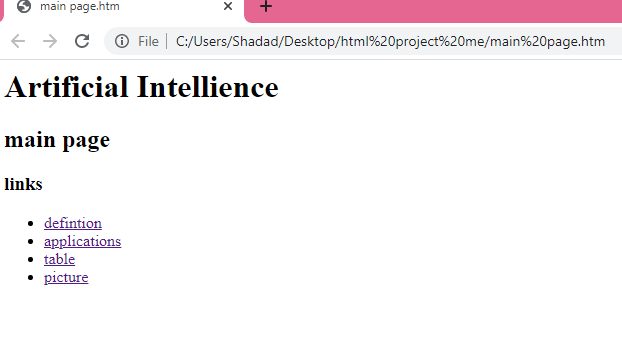
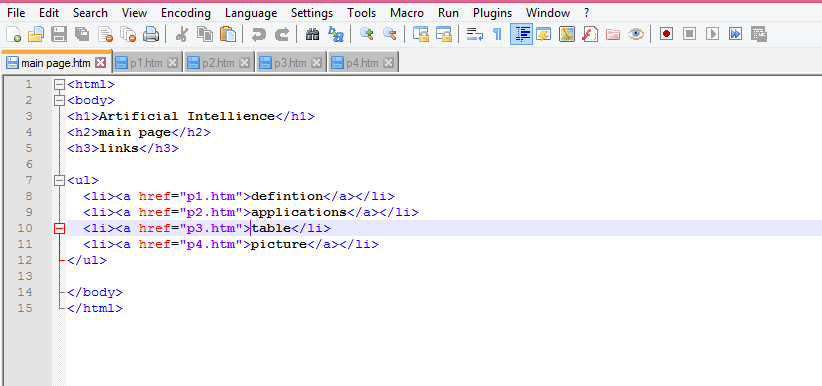
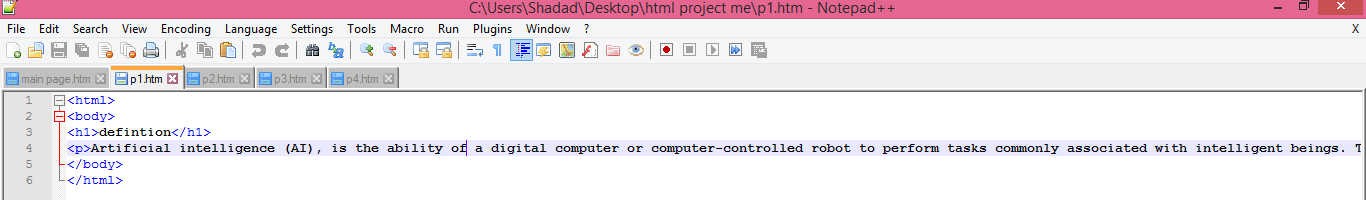
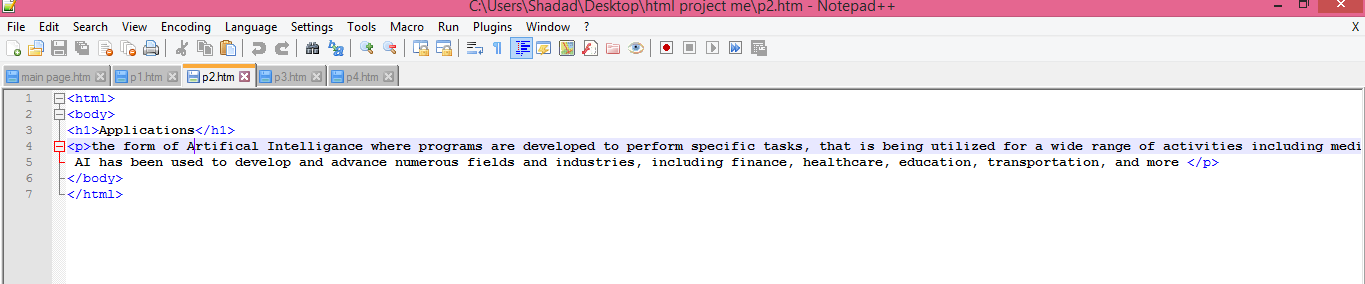
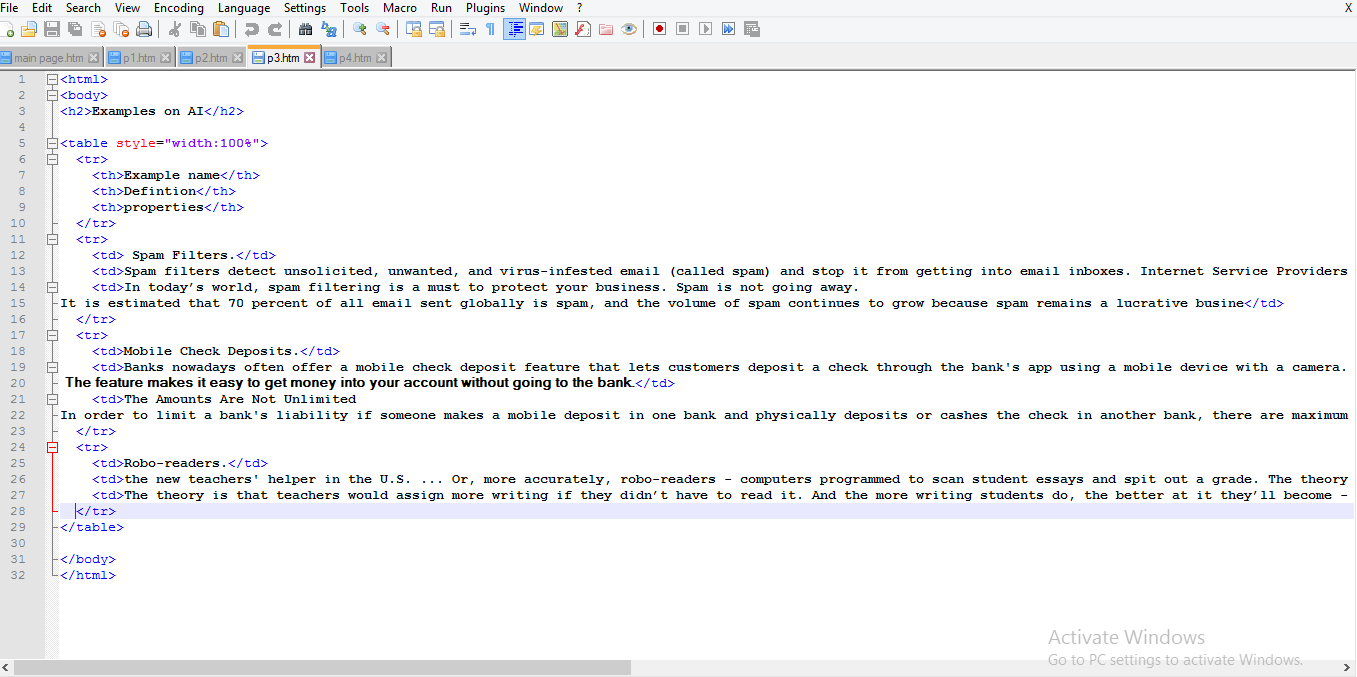
In [computer science](https://en.wikipedia.org/wiki/Computer_science), **artificial intelligence** (**AI**), some times known as **machine intelligence**, is [intelligence](https://en.wikipedia.org/wiki/Intelligence) affirmed by [machines](https://en.wikipedia.org/wiki/Machine), in contrast to the **natural intelligence** displayed by human and [animals](https://en.wikipedia.org/wiki/Animal_cognition). Leading AI textbooks define the field as the study of "[intelligent agents](https://en.wikipedia.org/wiki/Intelligent_agent)": any device that perceives its environment and takes actions that maximize its chance of successfully reaching its goals. Colloquially, the term "artificial intelligence" is often used to describe machines that copycat "cognitive" functions that humans associate with the [human mind](https://en.wikipedia.org/wiki/Human_mind), such as "learning" and "problem solving".

As machines become increasingly capable, tasks considered to require "intelligence" are often cancelled from the definition of AI, a phenomenon known as the [AI effect](https://en.wikipedia.org/wiki/AI_effect). A quip in Tesler's Theorem says "AI is whatever hasn't been done yet." For instance, [optical character recognition](https://en.wikipedia.org/wiki/Optical_character_recognition) is frequently excluded from things considered to be AI, having become a routine technology. Modern instrument capabilities generally classified as AI include successfully [understanding human speech](https://en.wikipedia.org/wiki/Natural_language_understanding), competing at the highest level in [strategic game](https://en.wikipedia.org/wiki/Strategic_game) systems , [autonomously operating cars](https://en.wikipedia.org/wiki/Autonomous_car), intelligent routing in [content delivery networks](https://en.wikipedia.org/wiki/Content_delivery_network), and [military simulations](https://en.wikipedia.org/wiki/Military_simulations).

Artificial intelligence was founded as an academic discipline in 1955, and in the years since has experienced several waves of optimism, followed by disappointment and the loss of funding (known as an "[AI winter](https://en.wikipedia.org/wiki/AI_winter)"), followed by new approaches, success and renewed funding, For most of its history, AI research has been divided into sub-fields that often fail to communicate with each other. These sub-fields are based on technical considerations, such as particular goals (e.g. "[robotics](https://en.wikipedia.org/wiki/Robotics)" or "[machine learning](https://en.wikipedia.org/wiki/Machine_learning)"), the use of particular tools ("[logic](https://en.wikipedia.org/wiki/Logic)" or [artificial neural networks](https://en.wikipedia.org/wiki/Artificial_neural_network)), or deep philosophical differences. Sub-fields have also been based on social factors.

Artificial intelligence (AI) makes it possible for machines to learn from experience, adjust to new inputs and perform human-like tasks. Most AI examples that you hear about today – from chess-playing computers to self-driving cars – rely heavily on deep learning and natural language processing. Using these technologies, computers can be trained to accomplish specific tasks by processing large amounts of data and recognizing patterns in the data.

**Screeshots : **

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