

Tutorial 3 A task environment is a theoretical construct which is supposed to supply the goal relevant consequences of allowable mones in performing to the a) Auto Gane-Driving: -> Partially observable as only the location of goods, goal & both is -> Single-agent as only 1. agent involved.

-> Deforministic as the goals 2' sheps are fixed.

-> Sequential as steps are done

one after another.

-> Semidynamic as the agent con run

low on fuel/bathery.

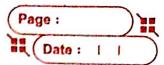
-> Continuous as as no breaks between

steps is to be taken. -> Partially observable as only the animal Jaba is to be stored.

Jeigle-agent as not other agent -> Uncertain as there may or may not be any animal to detect -> Episodic as animal arrival frequency

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Dynamic as the number of animals may also change. Discrete as pictures are taken in discrete time internals. A model-based can handle partially a model about the world. The agent has to keep track of the internal state which is adjusted by each percept that depends on the percept restile, goal-based AT agent can be defined as an intelligent perogram that can make decisions based on premous experiences, knowledge, user input and the desired goal Software (concept) Virus (concept) Is - a-type-of-malware (relation) Replicates itself (relation) Altaches to genuine software (relation) Spreads with human interaction (relation) Disrupts normal performance (rielation)
Attaches to computer files (relation) Damoges files (relation) Malicious (relation) Replicates and infects other computers (relation)
Steals passwords, data etc. (relation) Corrupte files (relation)



	Spams contacts (relation) Takes oner machine (nelation) Computer virus (synonym) Program (synonym) Malurere (synonym) Piece of software (synonym)
	Takes and marchine (a latina)
	Combatan in the Comment
	De Computer sous (synonym)
	- monam (synonym)
	Caluxe (synonym)
	Piece of software (synonym)
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