**INT426 (Gen AI) CA-2 Set 3**

Certainly! Here are 15 unique MCQs for the provided curriculum:

1. What is the main objective of the "ACHIEVE" framework in the context of computing?

a) Enhancing gaming experiences

b) Achieving computational efficiency

c) Implementing language models

d) Facilitating large-scale data analysis

Answer: b) Achieving computational efficiency

2. In the context of language models, what does "prompt tuning" refer to?

a) Adjusting the tone of prompts

b) Fine-tuning language models for specific tasks

c) Tuning into user feedback

d) Enhancing linguistic diversity in prompts

Answer: b) Fine-tuning language models for specific tasks

3. Which pattern involves understanding and adapting to the cognitive processes of the audience?

a) Flipped interaction pattern

b) Audience persona pattern

c) Game Play Pattern

d) Template Pattern

Answer: b) Audience persona pattern

4. What does the "Template Pattern" primarily focus on?

a) Crafting creative content

b) Creating standardized communication formats

c) Developing gaming templates

d) Tailoring prompts based on user feedback

Answer: b) Creating standardized communication formats

5. The "Menu Action Patterns" are designed to:

a) Tailor prompts for specific audiences

b) Enhance user engagement through games

c) Provide structured options for user interaction

d) Analyze semantic variations in prompts

Answer: c) Provide structured options for user interaction

6. How does the "Tail Generation Pattern" contribute to language model functionality?

a) Generates unique variations in content

b) Enhances prompt readability

c) Filters irrelevant information

d) Optimizes computing resources

Answer: a) Generates unique variations in content

7. The "Recipe Pattern" is best described as a method for:

a) Creating diverse prompts

b) Developing structured language for communication

c) Generating step-by-step instructions

d) Adapting to audience personas

Answer: c) Generating step-by-step instructions

8. What is the main purpose of the "Check List Pattern"?

a) Enhancing user experience through gamification

b) Providing a systematic approach to problem-solving

c) Creating dynamic user interfaces

d) Refining search queries or prompts

Answer: b) Providing a systematic approach to problem-solving

9. The "Semantic Filter Pattern" primarily focuses on:

a) Sorting information based on meaning

b) Analyzing user behavior patterns

c) Tailoring content for specific audiences

d) Experimenting with different strategies

Answer: a) Sorting information based on meaning

10. How does the "Combining Patterns" approach contribute to design strategies?

a) Generating unique user personas

b) Selecting the most suitable pattern for a task

c) Integrating multiple design approaches

d) Implementing machine learning algorithms

Answer: c) Integrating multiple design approaches

11. The "Expansion patterns" primarily involve:

a) Filtering irrelevant information

b) Creating variations in content

c) Enhancing user interaction

d) Adapting to audience personas

Answer: b) Creating variations in content

12. What is the main emphasis of the "Game Play Pattern"?

a) Analyzing user behavior patterns

b) Enhancing user experience through gamification

c) Developing gaming templates

d) Crafting creative content

Answer: b) Enhancing user experience through gamification

13. The "Alternate approaches pattern" encourages:

a) Experimentation with different strategies

b) Following conventional methods

c) Limiting user choices

d) Adopting a linear approach to problem-solving

Answer: a) Experimentation with different strategies

14. How does the "Meta Language Creation Pattern" contribute to communication?

a) Enhances linguistic diversity in prompts

b) Develops a structured language for better communication

c) Filters irrelevant information

d) Optimizes computing resources

Answer: b) Develops a structured language for better communication

15. The "Question refinement pattern" primarily deals with:

a) Adjusting prompts to enhance user understanding

b) Creating rapid content generation

c) Reversing traditional interaction models

d) Providing a variety of options to users

Answer: a) Adjusting prompts to enhance user understanding