**INT426 (Gen AI)**

**Section: CA-2 Set 1 Roll No:**

**Max Marks: 30 Duration: 40 mins**

Choose the correct answer and write in the cell given below, negative marking of 0.5 each question.

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Q1** |  | **Q6** |  | **Q11** |  | **Q16** |  | **Q21** |  | **Q26** |  |
| **Q2** |  | **Q7** |  | **Q12** |  | **Q17** |  | **Q22** |  | **Q27** |  |
| **Q3** |  | **Q8** |  | **Q13** |  | **Q18** |  | **Q23** |  | **Q28** |  |
| **Q4** |  | **Q9** |  | **Q14** |  | **Q19** |  | **Q24** |  | **Q29** |  |
| **Q5** |  | **Q10** |  | **Q15** |  | **Q20** |  | **Q25** |  | **Q30** |  |

**1. What does the ACHIEVE framework aim to accomplish in computing?**

a. Optimize computational speed

b. Enhance user engagement

c. Achieve reliable results and model performance

d. Minimize coding errors

**2. Which pattern focuses on refining questions to improve the interaction with large language models?**

a. Prompt Tuning Pattern

b. Question Refinement Pattern

c. Audience Persona Pattern

d. Flipped Interaction Pattern

**3. In the context of large language models, what is the primary purpose of the Cognitive Verifier Pattern?**

a. Enhance model understanding through verification

b. Validate computational efficiency

c. Optimize prompt patterns

d. Improve audience interaction

**4. Which pattern focuses on tailoring interactions based on the characteristics of the target audience?**

a. Audience Persona Pattern

b. Game Play Pattern

c. Template Pattern

d. Meta Language Creation Pattern

**5. What is the main goal of the Flipped Interaction Pattern in computing?**

a. Invert the traditional user-computer interaction

b. Speed up computational processes

c. Improve prompt generation

d. Streamline game interactions

**6. Which pattern involves the creation of a language that facilitates effective communication with large language models?**

a. Game Play Pattern

b. Template Pattern

c. Meta Language Creation Pattern

d. Recipe Pattern

**7. The Recipe Pattern is primarily used for:**

a. Developing cooking applications

b. Creating step-by-step instructions for language models

c. Optimizing game interactions

d. Refining audience personas

**8. What is the main purpose of the Alternate Approaches Pattern in computing?**

a. Diversify problem-solving strategies

b. Optimize computational algorithms

c. Minimize prompt complexity

d. Refine question patterns

**9. Which pattern involves combining multiple interaction patterns for a more comprehensive approach?**

a. Combining Patterns

b. Expansion Patterns

c. Menu Action Patterns

d. Check List Pattern

**10. What is the primary objective of the Menu Action Patterns in computing?**

a. Streamline menu navigation

b. Enhance game play experiences

c. Optimize prompt generation

d. Refine audience personas

**11. The Check List Pattern is commonly used for:**

a. Game development

b. Prompt refinement

c. Cognitive verification

d. Step-by-step procedures

**12. Which pattern focuses on generating diverse and creative content in language models?**

a. Tail Generation Pattern

b. Semantic Filter Pattern

c. Recipe Pattern

d. Meta Language Creation Pattern

**13. The Semantic Filter Pattern is primarily employed for:**

a. Improving language model comprehension

b. Enhancing prompt patterns

c. Filtering irrelevant information

d. Streamlining game interactions

**14. What is the primary purpose of the Expansion Patterns in computing?**

a. Expand computational capabilities

b. Increase model complexity

c. Enhance user engagement

d. Optimize prompt generation

**15. The primary focus of the Large Language Models is on:**

a. Minimizing computational errors

b. Achieving reliable results and performance

c. Streamlining audience interactions

d. Enhancing prompt simplicity