**INT426 (Gen AI)**

**Section: CA-2 Set 2 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** |  | **Q1** |  | **Q24** |  | **Q29** |  |
| **Q5** |  | **Q10** |  | **Q15** |  | **Q20** |  | **Q25** |  | **Q30** |  |

**1. What does the ACHIEVE framework primarily focus on?**

a) Game development

b) Computing transformation

c) Social media analysis

d) Linguistic patterns

**2. Which pattern emphasizes the importance of understanding the audience's perspective?**

a) Cognitive verifier pattern

b) Template Pattern

c) Question refinement pattern

d) Semantic Filter Pattern

**3. Which pattern involves adjusting prompts to enhance the user's understanding?**

a) Question refinement pattern

b) Flipped interaction pattern

c) Meta Language Creation Pattern

d) Expansion patterns

**4. The flipped interaction pattern primarily focuses on:**

a) Enhancing user engagement

b) Simplifying user interfaces

c) Reversing traditional interaction models

d) Encouraging audience participation

**5. Which pattern involves the creation of a structured language for better communication?**

a) Recipe Pattern

b) Meta Language Creation Pattern

c) Alternate approaches pattern

d) Check List Pattern

**6. The main purpose of the Game Play Pattern is to:**

a) Enhance user experience through gamification

b) Provide entertainment through games

c) Analyze user behavior patterns

d) Optimize computing resources

**7. Which pattern focuses on providing a systematic approach to problem-solving?**

a) Menu Action Patterns

b) Tail Generation Pattern

c) Check List Pattern

d) Semantic Filter Pattern

**8. The Semantic Filter Pattern primarily deals with:**

a) Sorting information based on meaning

b) Creating diverse prompts

c) Enhancing user interaction

d) Tailoring content for specific audiences

**9. The Template Pattern emphasizes:**

a) Standardized formats for communication

b) Dynamic user interfaces

c) Adapting to audience personas

d) Rapid content generation

**10. The primary objective of the Menu Action Patterns is to:**

a) Provide a variety of options to users

b) Filter irrelevant information

c) Analyze user behavior

d) Generate tailored responses

**11. Which pattern focuses on generating variations in content?**

a) Tail Generation Pattern

b) Recipe Pattern

c) Expansion patterns

d) Alternate approaches pattern

**12. The Recipe Pattern primarily involves:**

a) Creating step-by-step instructions

b) Experimenting with different prompts

c) Analyzing user feedback

d) Generating creative content

**13. Combining Patterns involves:**

a) Integrating multiple design approaches

b) Selecting the most suitable pattern

c) Creating unique user personas

d) Implementing machine learning algorithms

**14. Which pattern focuses on refining search queries or prompts?**

a) Audience persona pattern

b) Question refinement pattern

c) Cognitive verifier pattern

d) Semantic Filter Pattern

**15. 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