**INT426 (Gen AI)**

**Section: CA-2 Set 3 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 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

**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

**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

**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

**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

**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

**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

**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

**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

**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

**11. The "Expansion patterns" primarily involve:**

a) Filtering irrelevant information

b) Creating variations in content

c) Enhancing user interaction

d) Adapting to audience personas

**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

**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

**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

**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