**INT426 (Gen AI)**

**Section: CA-2 Set 6 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. How does the ACHIEVE framework contribute to the evolution of computing paradigms?**

a) By introducing novel programming languages

b) By fostering collaborative innovation in computing

c) By optimizing hardware architectures

d) By standardizing software development methodologies

**2. In the context of prompt patterns, what role does neuro-linguistic programming (NLP) play in enhancing user interaction?**

a) It predicts user responses based on neural networks

b) It optimizes prompts for neurodiverse audiences

c) It tailors prompts to subconscious linguistic cues

d) It analyzes user behavior through linguistic algorithms

**3. How does the cognitive verifier pattern leverage cognitive psychology principles to refine prompts?**

a) By monitoring brain wave patterns during user interaction

b) By evaluating prompts based on cognitive load theory

c) By simulating cognitive processes through artificial intelligence

d) By categorizing prompts according to cognitive biases

**4. Which aspect of the audience persona pattern is crucial for developing inclusive computing environments?**

a) Identifying user demographics for targeted marketing

b) Analyzing user feedback to improve product design

c) Recognizing cultural and cognitive diversity among users

d) Creating personalized prompts for individual users

**5. How does the flipped interaction pattern challenge traditional computing interfaces?**

a) By prioritizing touch-based interactions over keyboard inputs

b) By reversing the sequence of user actions in computing tasks

c) By integrating virtual reality elements into user interfaces

d) By enabling users to control computing devices through gestures

**6. In the context of the Game Play Pattern, how do ludic elements enhance user engagement?**

a) By incorporating game mechanics into non-game environments

b) By simulating real-world scenarios for immersive experiences

c) By prioritizing competition over collaboration in computing tasks

d) By minimizing user interaction to streamline workflow processes

**7. What distinguishes the Template Pattern from other prompt generation techniques?**

a) Its reliance on machine learning algorithms for prompt optimization

b) Its emphasis on pre-defined structures for prompt creation

c) Its flexibility in adapting prompts to diverse user preferences

d) Its integration of multimedia elements into prompt delivery

**8. How does the Menu Action Patterns facilitate user decision-making in computing interfaces?**

a) By limiting user choices to predefined options

b) By dynamically adjusting prompts based on user behavior

c) By generating personalized recommendations for users

d) By encouraging exploratory interactions with computing systems

**9. What role does natural language processing (NLP) play in the Tail Generation Pattern?**

a) It generates prompts tailored to individual user preferences

b) It adapts prompts to linguistic nuances and context

c) It analyzes user sentiment to optimize prompt delivery

d) It automates the generation of prompts based on machine learning models

**10. How does the Recipe Pattern contribute to knowledge transfer in computing environments?**

a) By standardizing prompt formats for cross-platform compatibility

b) By providing structured guidelines for task completion

c) By encouraging user experimentation with prompt variations

d) By facilitating collaborative content creation among users

**11. What distinguishes the Alternate approaches pattern from traditional problem-solving methodologies?**

a) Its emphasis on linear progression towards solutions

b) Its encouragement of divergent thinking and creativity

c) Its reliance on heuristic algorithms for prompt generation

d) Its exclusion of user feedback in prompt refinement processes

**12. How does the Combining Patterns approach optimize user interaction in computing interfaces?**

a) By eliminating redundancy and complexity in prompt structures

b) By restricting user choices to predefined prompts

c) By prioritizing consistency over adaptability in prompt delivery

d) By streamlining prompt generation processes through automation

**13. How does the Check List Pattern enhance user productivity in computing tasks?**

a) By automating routine checks and validations

b) By generating random prompts to stimulate user creativity

c) By analyzing user engagement metrics to optimize prompt delivery

d) By tailoring prompts to individual user preferences

**14. What distinguishes the Tail Generation Pattern from conventional prompt generation techniques?**

a) Its reliance on user-generated content for prompt creation

b) Its ability to adapt prompts in real-time based on user input

c) Its focus on static prompt structures for consistency

d) Its exclusion of semantic analysis in prompt refinement processes

**15. How does the Semantic Filter Pattern contribute to personalized user experiences in computing environments?**

a) By categorizing prompts based on semantic meaning and relevance

b) By prioritizing speed and efficiency over prompt quality

c) By restricting user interaction to predefined prompts

d) By analyzing user behavior to optimize prompt delivery algorithms