Seat No:	Max. Marks: 50
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1.	Write a program to implement depth first search algorithm.	20
2.	Write a program to simulate 4-Queen problem.	20
3.	Viva	5
4.	Journal	5

## **ARTIFICIAL INTELLIGENCE (USIT5P2)**

Seat No: \_\_\_\_\_ Max. Marks: 50

1.	Write a program to implement breadth first search algorithm.	20
2.	State the water jug problem. Write a program to solve water jug problem.	20
3.	Viva	5
4.	Journal	5

## **ARTIFICIAL INTELLIGENCE (USIT5P2)**

Seat No: \_\_\_\_\_ Max. Marks: 50

1.	Write a program to simulate N-Queen problem.	20
2.	Solve travelling salesman problem using artificial intelligence technique.	20
3.	Viva	5
4.	Journal	5

Seat No:	Max. Marks: 50
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1.	Write a program to solve tower of Hanoi problem.	20
2.	Solve the block of World problem.	20
3.	Viva	5
4.	Journal	5

## **ARTIFICIAL INTELLIGENCE (USIT5P2)**

Seat No: \_\_\_\_\_ Max. Marks: 50

1.	Design the simulation of tic – tac – toe game using min-max algorithm.	20
2.	Solve constraint satisfaction problem. (e.g. Map coloring)	20
3.	Viva	5
4.	Journal	5

## **ARTIFICIAL INTELLIGENCE (USIT5P2)**

Seat No: \_\_\_\_\_ Max. Marks: 50

1.	Write a program to implement alpha beta search.	20
2.	State the water jug problem. Write a program to solve water jug problem.	20
3.	Viva	5
4.	Journal	5

1.	Design the simulation of tic – tac – toe game using min-max algorithm.	20
2.	Write a program to solve tower of Hanoi problem.	20
3.	Viva	5
4.	Journal	5

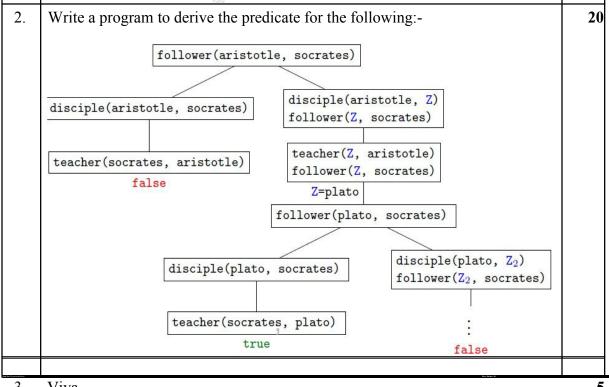
## ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: \_\_\_\_\_ Max. Marks: 50

1.	Write a program for Hill climbing problem.	20
2.	Write a program which contains three predicates: male, female, parent. Make	20
	rules for following family relations: father, mother, grandfather, grandmother,	
	brother, sister, uncle, aunt, nephew and niece, cousin.	
3.	Viva	5
4.	Journal	5

Seat No: Max. Marks: 50

Write a program to solve Missionaries and Cannibals problem.



3. Viva 5

4. Journal 5

### **ARTIFICIAL INTELLIGENCE (USIT5P2)**

1.	Write a program to shuffle Deck of cards.	20
2.	Write a program to solve Missionaries and Cannibals problem.	20
3.	Viva	5
4.	Journal	5

arks:	<b>50</b>
ď	arks:

1.	Write a program to implement A* algorithm.	20
2.	Write a program to solve tower of Hanoi problem.	20
3.	Viva	5
4.	Journal	5

Seat No:	Max. Marks: 50

1.	Write a program to implement alpha beta search.	20
2.	Write a program to implement breadth first search algorithm.	20
3.	Viva	5
4.	Journal	5

ARTIFICIAL INTELLIGENCE (USIT5P2)
Max. Marks: 50 Seat No:

1.	Design an application to simulate number puzzle problem.	20
2.	Write a program to shuffle Deck of cards.	20
3.	Viva	5
4.	Journal	5