

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____

Max. Marks: 50

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

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____

Max. Marks: 50

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

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____

Max. Marks: 50

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 rules for following family relations: father, mother, grandfather, grandmother, brother, sister, uncle, aunt, nephew and niece, cousin.	20
3.	Viva	5
4.	Journal	5

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____

Max. Marks: 50

1.	Write a program to solve Missionaries and Cannibals problem.	20
2.	<p>Write a program to derive the predicate for the following:-</p> <pre> graph TD A["follower(aristotle, socrates)"] --> B["disciple(aristotle, socrates)"] A --> C["disciple(aristotle, Z) follower(Z, socrates)"] B --> D["teacher(socrates, aristotle)"] D --> E["false"] C --> F["teacher(Z, aristotle) follower(Z, socrates)"] F --> G["Z=plato"] G --> H["follower(plato, socrates)"] H --> I["disciple(plato, socrates)"] H --> J["disciple(plato, Z2) follower(Z2, socrates)"] I --> K["teacher(socrates, plato)"] K --> L["true"] J --> M["⋮"] M --> N["false"] </pre>	20
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

ARTIFICIAL INTELLIGENCE (USIT5P2)

Seat No: _____

Max. Marks: 50

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

ARTIFICIAL INTELLIGENCE (USIT5P2)

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)

Seat No: _____

Max. Marks: 50

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