

# Online Assessment (Even Sem/Part-I/Part-II Examinations 2019 - 2020)

Course Name - Artificial Intelligence

Course Code - MCS204

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- M.SC.(MB)

Answer all the questions. Each question carry one mark.

9. 1. What is Artificial intelligence?

*Mark only one oval.*

- Putting your intelligence into Computer
- Programming with your own intelligence
- Making a Machine intelligent
- Playing a Game

10. 2. Which is not the commonly used programming language for AI?

*Mark only one oval.*

- PROLOG
- Java
- LISP
- Perl

11. 3. A production rule consists of

*Mark only one oval.*

- A set of Rule
- A sequence of steps
- A set of Rule & a sequence of steps
- Arbitrary representation to problem

12. 4. A heuristic is a way of trying

*Mark only one oval.*

- To discover something or an idea embedded in a program
- To search and measure how far a node in a search tree seems to be from a goal
- To compare two nodes in a search tree to see if one is better than the other
- To discover something or an idea embedded in a program & to search and measure how far a node in a search tree seems to be from a goal and to compare two nodes in a search tree to see if one is better than the other

13. 5. A\* algorithm is based on

*Mark only one oval.*

- Breadth-First-Search
- Depth-First –Search
- Best-First-Search
- Hill climbing

14. 6. Which is not Familiar Connectives in First Order Logic?

*Mark only one oval.*

and

iff

or

not

15. 7. Which is not a type of First Order Logic (FOL) Sentence?

*Mark only one oval.*

Atomic sentence

Complex sentences

Quantified sentence

Quality Sentence

16. 8. A constructive approach in which no commitment is made unless it is necessary to do so, is

*Mark only one oval.*

Least commitment approach

Most commitment approach

Nonlinear planning

Opportunistic planning

17. 9. Uncertainty arises in the wumpus world because the agent's sensors give only

*Mark only one oval.*

- Full & Global information
- Partial & Global Information
- Partial & local Information
- Full & local information

18. 10. How is Fuzzy Logic different from conventional control methods?

*Mark only one oval.*

- IF and THEN Approach
- FOR Approach
- WHILE Approach
- DO Approach

19. 11. Inductive learning involves finding a

*Mark only one oval.*

- Consistent Hypothesis
- Inconsistent Hypothesis
- Regular Hypothesis
- Irregular Hypothesis

20. 12. Computational learning theory analyzes the sample complexity and computational complexity of

*Mark only one oval.*

- Unsupervised Learning
- Inductive learning
- Forced based learning
- Knowledge based learning

21. 13. Neural Networks are complex -----with many parameters.

*Mark only one oval.*

- Linear Functions
- Nonlinear Functions
- Discrete Functions
- Exponential Functions

22. 14. Which is true?

*Mark only one oval.*

- Not all formal languages are context-free
- All formal languages are Context-free
- All formal languages are like natural language
- Natural languages are context-oriented free



23. 15. What is a Cybernetics?

*Mark only one oval.*

- Study of communication between two machines
- Study of communication between human and machine
- Study of communication between two humans
- Study of communication between logic circuits.

24. 16. Which is true regarding BFS?

*Mark only one oval.*

- BFS will get trapped exploring a single path
- The entire tree so far been generated must be stored in BFS
- BFS is not guaranteed to find a solution if exists
- BFS is nothing but Binary First Search

25. 17. The traveling salesman problem involves  $n$  cities with paths connecting the cities. The time taken for traversing through all the cities, without knowing in advance the length of a minimum tour, is

*Mark only one oval.*

- $O(n)$
- $O(n^2)$
- $O(n!)$
- $O(n/2)$

26. 18. An algorithm A is admissible if

*Mark only one oval.*

- It is not guaranteed to return an optimal solution when one exists
- It is guaranteed to return an optimal solution when one exists
- It returns more solutions, but not an optimal one
- It guarantees to return more optimal solutions

27. 19. Knowledge may be I. Declarative. II. Procedural. II. Non-procedural.

*Mark only one oval.*

- Only (I)
- Only (II)
- Both (I) and (II)
- Only (III)

28. 20. Consider a good system for the representation of knowledge in a particular domain. What property should it possess?

*Mark only one oval.*

- Representational Adequacy
- Inferential Adequacy
- Inferential Efficiency
- All of these

29. 21. In default logic, we allow inference rules of the form

*Mark only one oval.*

(A : B) / C

A / (B : C)

A / B

(A: B) :C

30. 22. Default reasoning is another type of

*Mark only one oval.*

Monotonic reasoning

Analogical reasoning

Bitonic reasoning

Closed world assumption.

31. 23. How many types of agents are there in artificial intelligence?

*Mark only one oval.*

1

2

3

4

32. 24. What are the compositions for agents in artificial intelligence?

*Mark only one oval.*

- Program
- Architecture
- Both Program & Architecture
- None of the mentioned

33. 25. Which agent deals with happy and unhappy states?

*Mark only one oval.*

- Model based agent
- Simple reflex agent
- Learning agent
- Utility based agent

34. 26. Which element in the agent is used for selecting external actions?

*Mark only one oval.*

- Perceive
- Performance
- Learning
- Actuator

35. 27. The following could be the approaches to Artificial Intelligence

*Mark only one oval.*

- Strong Artificial Intelligence
- Weak Artificial Intelligence
- Applied Artificial Intelligence
- All of the mentioned

36. 28. An Artificial Neural Network is based on

*Mark only one oval.*

- Strong Artificial Intelligence approach
- Weak Artificial Intelligence approach
- Cognitive Artificial Intelligence approach
- Applied Artificial Intelligence approach

37. 29. The Face Recognition system is based on

*Mark only one oval.*

- Strong Artificial Intelligence approach
- Weak Artificial Intelligence approach
- Cognitive Artificial Intelligence approach
- Applied Artificial Intelligence approach

38. 30. A basic line following robot is based on

*Mark only one oval.*

- Strong Artificial Intelligence approach
  - Weak Artificial Intelligence approach
  - Cognitive Artificial Intelligence approach
  - Applied Artificial Intelligence approach
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