

Artificial Intelligence Course Curriculum

Computer Science · Practice Test · 10 Questions

1. Which topic is covered under Unit II of the AI syllabus?

- A) Knowledge Representation
- B) Problem Solving Methods
- C) Software Agents
- D) NLP Applications

2. Which of these is a technique used in Game Playing?

- A) Backtracking
- B) Alpha-Beta Pruning
- C) Unification
- D) Forward Chaining

3. What is a key focus of Unit IV?

- A) Search Algorithms
- B) Software Agents
- C) Knowledge Representation
- D) Mobile Computing

4. Which of the following is an application of AI mentioned in the text?

- A) Hardware Perception
- B) Database Management
- C) Operating Systems
- D) Cloud Computing

5. What is covered in the study of Software Agents?

- A) Negotiation and Bargaining
- B) Constraint Satisfaction
- C) Stochastic Games
- D) Ontological Engineering

6. Which search type is mentioned in the course syllabus?

- A) Local Search
- B) Quantum Search
- C) Binary Search
- D) Linear Search

7. What is one of the outcomes for students completing the course?

- A) Design applications for NLP
- B) Build web browsers
- C) Manage mobile networks
- D) Design hardware circuits

8. Which reasoning method is listed under Knowledge Representation?

- A) Backward Chaining
- B) Constraint Propagation
- C) Alpha-Beta Pruning
- D) Heuristic Search

9. What is the credit structure for the Artificial Intelligence course?

- A) 3 0 0
- B) 2 1 0
- C) 4 0 0
- D) 3 1 2

10. Which of these is listed as a topic in Unit V?

- A) Machine Translation
- B) Constraint Satisfaction
- C) Unification
- D) Mental Objects