

Branch Name:	Artificial Intelligence & Data Science
Program Code	ET108
Course Title:	Introduction to Artificial Intelligence and Machine Learning Practical
Course Code:	2ET1080302P
Pre-requisite:	Knowledge of Programming, Algorithms, Data Structures

Course Objective:

The field of AI and its techniques are being used in many areas which directly affect human life. Various techniques for encoding knowledge in computer systems such as Predicate Logic, Production rules, Semantic networks find application in real world problems. The fields of AI such as Game Playing, Natural Language Processing, and Connectionist Models are also important. Student should know some programming language for AI.

Teaching and Examination Scheme:

Credit	Teaching Scheme Hours per week				Evaluation Scheme(Marks)								Total (Marks)
					Theory (Marks)				Practical (Marks)				
	L	T	P	Total	SEE		CCA		SEE		CCA		
					Min.	Max.	Min.	Max.	Min.	Max.	Min.	Max.	
1	-	-	2	2	-	-	-	-	10	25	10	25	50

Sr. No	Detail of Practical	Content Hours
1	Study of PROLOG Programming Language and its functions. Write simple facts for the statements using PROLOG.	02
2	Implementation of Depth First Search for Water Jug Problem.	02
3	Write a program to implement Tic-Tac-Toe game problem.	02
4	Write a program to implement BFS.	02
5	Write a program to implement DFS.	02
6	Write a program to implement Single Player Game.	02
7	Write a program to implement A* Algorithm.	02
8	Write a program to solve N-Queens problem.	02
9	Write a program to solve 8 puzzle problem.	02
10	Write a program to solve travelling salesman problem.	02
11	Convert Prolog predicates into Semantic Net.	02
12	Write the Conceptual Dependency for following statements. a) John gives Mary a book. b) John gave Mary the book yesterday.	02