APRIL 2026 **52516/325E6A**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Define: “Artificial Intelligence”.

2. List any two characteristics of intelligent agents.

3. State the future scope of AI.

4. Name any two uninformed search algorithms.

5. Write a note on game playing in AI.

6. What is alpha-beta pruning?

7. Define: “Prolog”.

8. Comment on backward chaining.

9. What do you mean by software agent?

10. What is reactive agent?

11. Define “Expert System”.

12. What is knowledge engineering?

PART B — (5 × 5 = 25 marks)

Answer any FIVE Questions.

13. Point out the future of artificial intelligence.

14. Enumerate the need of typical intelligent agents.

15. Identify the informed search strategies and heuristics.

16. Integrate the searching with partial observations.

17. Elucidate the First Order Predicate Logic with example.

18. Determine the negotiation and bargaining strategies.

19. Distinguish between the forward and backward reasoning.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Express the problem solving approach to typical AI problems.

21. Discover the local search algorithms and optimization problems.

22. Illustrate the need of mental events and mental objects.

23. Evaluate the general architecture for intelligent agents with diagram.

24. Write short notes on Expert system Life cycle.

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