# 20AD31P1 - ARTIFICIAL INTELLIGENCE LABORATORY

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| Course Category: | Professional Core | Credits: | 1.5 |
| Course Type: | Practical | Lecture-Tutorial-Practical: | 0-0-3 |
| Prerequisite: | Basic Mathematics, Algorithmic Analysis | Sessional Evaluation:  Univ. Exam Evaluation:  Total Marks: | 40  60  100 |
| Objectives: | * To learn how to solve the real world problems. | | |

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| Course Outcomes | Upon completion of the course, students will be able to deal with problem solving which needs human intelligence. |
| Course Content | 1. Implement the following operations using Python    1. Transpose of a given Matrix.    2. Inverse of a given Matrix.    3. Student grade assignment based on Marks. 2. Write a program to implement “Guess a Number” Game. 3. Write a program to implement “Towers of Hanoii”. 4. Write a program to implement “Tic-Tac-Toe” Game. 5. Write a program to solve “Water Jug Problem”. 6. Write a program to solve “Monkey Banana Problem”. 7. Write a program to solve “N Queens Problem”. 8. Write a program to solve “Traveling Salesman Problem”. |
| Text Books &  Reference  Books | **TEXT BOOKS:**   1. E.Horowitz, S.Sahni, S.Rajasekaran, ”Fundamentals of Computer Algorithms”, 2ndEdition, Universities Press, ISBN: 978-8173716126, 2008. 2. Artificial Intelligence- A Modern Approach, Stuart Russell, Peter Norvig (Person Education), Third Edition. 3. Martin C. Brown, “The Complete Reference: Python”, McGraw-Hill, 2018. 2. Kenneth A. Lambert, B.L. Juneja, “Fundamentals of Python”, CENGAGE, 2015. 4. “Introduction to Algorithms”, 3rd Edition, Prentice-Hall of India, ISBN: 978-81- 203-4007-7, 2010 5. R.J. Schalkoff, “Artificial Intelligence - an Engineering Approach”, McGraw Hill Int. Ed., Singapore, 1992. |
| E-Resources | 1. <https://Wiki.python.org/moin/WebProgrammingBooks> 2. <https://realpython.com/tutorials/web-dev/> 3. <https://www.w3schools.com/> |