1. Which is not the commonly used programming language for artificial intelligence.
   a. PROLOG
   b. Java
   c. LISP
   d. Perl

2. What stage of manufacturing process has been described as the mapping of function onto form.
   a. Design
   b. Distribution
   c. Field service
   d. Project management

3. What is state space
   a. The whole problem
   b. Your definition to a problem
   c. A space where you know the solution
   d. Representing you problem with variable and parameter.

4. Which kind of planning consist of successive representations of different levels of a plan?
   a. Hierarchical planning
   b. Non-hierarchical planning
   c. Project management
   d. None of the above

5. A production rule consist of
   a. A set of rule
   b. A sequence of steps
   c. Arbitrary representation to problem
   d. Both a & b

6. Which search method takes less time
   a. Depth first search
   b. Breadth first search
   c. Linear search
   d. Optimal search

7. What was originally called the imitation game by its creator.
   a. LiSP
   b. The turning test
   c. The logic theorist
   d. Cybernetics

8. A heuristic is a way of trying
   a. To discover something or an idea embedded in a program
   b. To search and measure how far a node in a search tree seems to be from a goal
   c. To compare two nodes in a search tree to see if one is better than another
   d. All of the above.

9. Programming a robot by physically moving it through the trajectory you want it to follow is called:
   a. Robot vision control
   b. Pick and place control
   c. Continuous path control
   d. Contact sensing control

10. To invoke LiSP system, you must enter
    a. AI
b. LISP
    c. CL (Common LISP)
    d. Both b & c
11. Which is the best way to go for Game playing problem
    a. Linear approach
    b. Random approach
    c. Stratified approach
    d. Heuristic approach
12. Which is not a property of representation of knowledge
    a. Representational verification
    b. Inferential efficiency
    c. Representational adequacy
    d. Acquisitional efficiency
13. A problem is first connected to its proposed solution during the ______ stage.
    a. Conceptualization
    b. Identification
    c. Formalization
    d. Testing
14. A process that is repeated, evaluated, and refined is called:
    a. Diagnostics
    b. Descriptive
    c. Interpretive
    d. Iterative
15. What is artificial intelligence
    a. Putting your intelligence into computer
    b. Programming with your own intelligence
    c. Making a machine intelligent
    d. Putting more memory into computer
16. What is the term used for describing the judgemental or commonsense part of problem-solving
    a. Heuristic
    b. Value based
    c. Critical
    d. Analytical
17. ____________ is an area of computer science that emphasizes the creation of intelligent machines that work and react like humans.
    a. Artificial intelligence
    b. Machine learning
    c. Deep learning
    d. Neural network
18. __________ is a branch of the Computer Science that aims to develop intelligent computer machines.
    a. Artificial intelligence
    b. Machine learning
    c. Deep learning
    d. Neural network
19. __________ is the father of AI.
    a. John Anderson
    b. John McCarthy
20. _______ is a message that contains relevant meaning, implication or input for decision and action.
   a. Information
   b. data

21. _______, The systems which exhibit intelligent behavior, learn, demonstrate, explain, and advice its users.
   a. Artificial intelligence
   b. Machine learning
   c. Deep learning
   d. Expert Systems

22. __________ – Creating systems that understand, think, learn, and behave like humans.
   a. Artificial intelligence
   b. Machine learning
   c. Deep learning
   d. Neural network

23. __________ is the form of valid reasoning, to deduce new information or conclusion from known related facts and information.
   a. Deductive reasoning
   b. Inductive reasoning

24. __________ arrives at a conclusion by the process of generalization using specific facts or data.
   a. Deductive reasoning
   b. Inductive reasoning

25. ________ follows a top-down approach.
   a. Deductive reasoning
   b. Inductive reasoning

26. ________ follows a bottom-up approach.
   a. Deductive reasoning
   b. Inductive reasoning

27. In ______ conclusion must be true if the premises are true.
   a. Deductive reasoning
   b. Inductive reasoning

28. In ______, the truth of premises does not guarantee the truth of conclusions.
   a. Deductive reasoning
   b. Inductive reasoning

29. ______, particularly in artificial intelligence, may be characterized as a systematic search through a range of possible actions in order to reach some predefined goal or solution.
   a. Problem solving
   b. Heuristic search

30. ______ is a process to interpret, acquire, select and then organize the sensory information that is captured from the real world.
   a. Problem solving
   b. Heuristic search
   c. Perception

31. A ______ is a system of signs having meaning by convention.
a. map
b. Direction
c. language

32. ______ is a type of AI which is able to perform a dedicated task with intelligence.
   a. Narrow AI
   b. General AI
   c. Super AI

33. **Apple Siri** is a good example of ______, but it operates with a limited pre-defined range of functions.
   a. Narrow AI
   b. General AI
   c. Super AI

34. **IBM’s Watson supercomputer** also comes under _____, as it uses an Expert system approach combined with Machine learning and natural language processing.
   a. Narrow AI
   b. General AI
   c. Super AI

35. ______ is a type of intelligence which could perform any intellectual task with efficiency like a human.
   a. Narrow AI
   b. General AI
   c. Super AI

36. ______ is a level of Intelligence of Systems at which machines could surpass human intelligence, and can perform any task better than human with cognitive properties.
   a. Narrow AI
   b. General AI
   c. Super AI

37. ______ is still a hypothetical concept of Artificial Intelligence.
   a. Narrow AI
   b. General AI
   c. Super AI

38. ______ do not store memories or past experiences for future actions.
   a. reactive machines
   b. Limited memory
   c. Theory of mind
   d. Self_awareness

39. **IBM’s Deep Blue system** is an example of ________.
   a. reactive machines
   b. Limited memory
   c. Theory of mind
   d. Self_awareness

40. **Google’s AlphaGo** is also an example of ________.
   a. reactive machines
   b. Limited memory
   c. Theory of mind
   d. Self_awareness
41. **Limited memory** machines can store past experiences or some data for a short period of time.
   a. reactive machines
   b. **Limited memory**
   c. Theory of mind
   d. Self-awareness

42. **Theory of Mind** AI should understand the human emotions, people, beliefs, and be able to interact socially like humans.
   a. reactive machines
   b. Limited memory
   c. **Theory of mind**
   d. Self-awareness

43. **Self-awareness** AI is the future of Artificial Intelligence. These machines will be super intelligent, and will have their own consciousness, sentiments, and self-awareness.
   a. reactive machines
   b. Limited memory
   c. Theory of mind
   d. **Self-awareness**

44. **Machine learning** “ALGORITHMS THAT PARSING DATA, LEARN FROM THAT DATA, AND THEN APPLY WHAT THEY’VE LEARNED TO MAKE INFORMED DECISIONS”.
   a. **Machine learning**
   b. Deep learning
   c. Artificial intelligence
   D. Expert system

45. **Deep Learning** structures algorithms in layers to create an “artificial neural network” that can learn and make intelligent decisions on its own.
   a. Machine learning
   b. **Deep learning**
   c. Artificial intelligence
   D. Expert system

46. ______ is a subfield of machine learning.
   a. Machine learning
   b. **Deep learning**
   c. Artificial intelligence
   D. Expert system

47. Google’s AlphaGo is example of ______.
   a. Machine learning
   b. **Deep learning**
   c. Artificial intelligence
   D. Expert system

48. **Deep learning** is a machine learning technique that teaches computers to do what comes naturally to humans: learn by example.
   a. Machine learning
   b. **Deep learning**
   c. Artificial intelligence
   D. Expert system
49. A ______ is a rule of thumb, strategy, trick, simplification, or any other kind of device
   drastically limits search for solutions.
   a. Regular grammer
   b. **Heuristic**
   c. Expert system

50. The **computational model** should reflect “how” results were obtained.

51. In ______ the goal is for the software to use what it has learned in one area to solve problems
   in other areas.
   a. Machine learning
   b. **Deep learning**
   c. Artificial intelligence
   D. Expert system

52. Computer programs that mimic the way the human brain processes information is called as __
   a. Neural network
   b. Artificial intelligence
   c. Expert system

53. The core components and constituents of AI are derived from, **concept of logic, cognition, computation**.

54. These machines only focus on current scenarios and react on it as per possible best action (**reactive machine**).

55. Chomsky’s linguistic computational theory generated a model for a syntactic analysis through **regular grammer**

56. Computers has become so popular is a short span of time due to the simple reason that they
   adapted and projected the **information processing paradigm** (**IPP**).