



**GURU GOBIND SINGH INDRAPRASTHA UNIVERSITY,
EAST DELHI CAMPUS,
SURAJMAL VIHAR-110092**

Semester: 3rd			
Paper code: AIDS257/AIML257/IOT257	L	T/P	Credits
Subject: Principles of Artificial Intelligence Lab	0	2	1
Marking Scheme			

1. Teachers Continuous Evaluation: As per university examination norms from time to time
2. End term Examination: As per university examination norms from time to time

INSTRUCTIONS TO EVALUATORS: Maximum Marks: As per university norms	
<ol style="list-style-type: none"> 1. This is the practical component of the corresponding theory paper. 2. The practical list shall be notified by the teacher in the first week of the class commencement under the intimation to the office of the HOD/ Institution in which the appear is being offered from the list of practicals below. 3. Instructors can add any other additional experiments over and above the mentioned in the experiment list which they think is important. 4. At least 8 experiments must be performed by the students. 	
Course Objectives:	
1.	To understand the basics of Prolog Programming.
2.	To solve different mathematical problems using Prolog Programming.
3.	To apply Prolog Programming for solving different real time problems.
4.	To determine the rules for creating Expert Systems.
Course Outcomes:	
CO1	Students will be able to understand and apply Prolog Programming for solving different real-life problems.
CO2	Students will be able to create different expert systems using Prolog Programming

CO/PO	PO01	PO02	PO03	PO04	PO05	PO06	PO07	PO08	PO09	PO10	PO11	PO12
CO1	2	1	2	1	1	2	2	-	1	1	1	1
CO2	2	1	2	2	1	1	1	1	-	1	1	2

List of Experiments

1. Write a program to implement syntax, basic list manipulation functions and numeric functions in Prolog.
2. Write a program to implement input, output and predicates in Prolog.
3. Write a program to implement local variables and conditional statements using Prolog.
4. Write a program to calculate factorial of a given number using Prolog.
5. Write a program to solve 4-Queen problem using Prolog.
6. Write a program to solve any real-life problem using depth first search.
7. Write a program to solve TIC-TAC-TOE Problem using Prolog.
8. Write a program to solve Monkey Banana Problem using Prolog.



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9. Write a program to solve Water Jug Problem using Prolog.
10. Write a program to solve 8 Puzzle Problem using Prolog
11. Write a program to solve Tower of Hanoi Problem using Prolog.
12. Write a program for medical diagnosis using Prolog.