



UNIVERSITI TUN HUSSEIN ONN MALAYSIA

**FINAL EXAMINATION
SEMESTER II
SESSION 2023/2024**

- COURSE NAME : ARTIFICIAL INTELLIGENCE
- COURSE CODE : DAT 21003
- PROGRAMME CODE : DAT
- EXAMINATION DATE : JULY 2024
- DURATION : 2 HOURS 30 MINUTES
- INSTRUCTIONS :
1. ANSWER ALL QUESTIONS
 2. THIS FINAL EXAMINATION IS CONDUCTED VIA
 - Open book
 - Closed book
 3. STUDENTS ARE **PROHIBITED** TO CONSULT THEIR OWN MATERIAL OR ANY EXTERNAL RESOURCES DURING THE EXAMINATION CONDUCTED VIA **CLOSED BOOK**

THIS QUESTION PAPER CONSISTS OF FIVE (5) PAGES

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PART A

- Q1** What is the primary objective of artificial intelligence?
- (a) To create robots with emotions
 - (b) To replicate human intelligence entirely
 - (c) To replace human decision-making entirely
 - (d) To develop intelligent systems that can perform tasks autonomously
- Q2** Who is the father of artificial intelligence?
- (a) Adam Turing
 - (b) John Turing
 - (c) Alan Turing
 - (d) Jack Turing
- Q3** These are characteristics of Intelligent Agent **EXCEPT**
- (a) Adaptivity
 - (b) Autonomy
 - (c) Sensibility
 - (d) Sociability
- Q4** What is an example of how artificial intelligence is used in cars?
- (a) Monitoring the car's tyre pressure
 - (b) Playing music for the driver
 - (c) Detecting and correcting errors on the road
 - (d) Helping drivers find their way using GPS
- Q5** What is the aim of artificial intelligence implementation in devices?
- (a) To make devices more affordable
 - (b) To make devices more experiential
 - (c) To make devices more reliable
 - (d) To make devices more efficient

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- Q6** In what year computer program defeated the world champion chess player Gary Kasparov in a six-game match?
- (a) 1995
 - (b) 1996
 - (c) 1997
 - (d) 1998
- Q7** In what year was the term artificial intelligence coined?
- (a) 1953
 - (b) 1954
 - (c) 1955
 - (d) 1956
- Q8** How does a computer become more accurate in its predictions with machine learning?
- (a) By using trial and error
 - (b) By having a programmer input more data
 - (c) By receiving more data and refining its algorithm
 - (d) By randomly guessing patterns until one is found
- Q9** Which type of learning involves the use of labelled training data to make predictions?
- (a) Used to interpret the results of oil well drilling logs
 - (b) Used to deduce the molecular structure of organic compounds
 - (c) Used to perform diagnostics in the area of internal medicine
 - (d) Used to determine the probable location based on geological information
- Q10** Most common algorithms for supervised learning **EXCEPT**
- (a) Linear Discriminant Analysis
 - (b) Principal Component Analysis
 - (c) Naive Bayes
 - (d) Decision Trees

(10 marks)

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PART B

- Q11** (a) State **FOUR (4)** example applications for classification of supervised learning. (4 marks)
- (b) Differentiate between syntax and semantics in logical representation. (4 marks)
- (c) Differentiate between machine learning and deep learning. (4 marks)
- (d) A fully connected multi-layer neural network is called a Multilayer Perceptron (MLP). MLP has 3 basic layers. Explain each of the basic layers. (6 marks)
- (e) Illustrate a representation of an Intelligent Agent. (7 marks)
- Q12** (a) State **THREE (3)** major components of Expert System. (3 marks)
- (b) Explain each major components of Expert System that you answered in **Q12 (a)**. (6 marks)
- (c) State **FOUR (4)** human elements in expert systems. (4 marks)
- (d) State **FOUR (4)** techniques of knowledge representation. (4 marks)
- (e) Illustrate the cycle of knowledge representation. (8 marks)
- Q13** (a) State **THREE (3)** categories of artificial intelligence. (3 marks)
- (b) Differentiate between Inferential Efficiency and Inferential Adequacy. (4 marks)
- (c) There are two types of architecture for Artificial Neural Network (ANN) which are Single Layer Perceptron and Multi-Layer Perceptron (MLP). The structure of MLP can be broken down into three main parts. Explain each of these parts of the structure of MLP. (6 marks)
- (d) Explain **SIX (6)** common stages of the data preprocessing pipeline. (12 marks)

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PART C

- Q14** (a) Write a Python code to create the multiplication table (from 1 to 10) of a number. Input number from user. (3 marks)
- (b) Write a Python code that find the smallest number (float) among three input numbers. (6 marks)
- (c) Write a Python code to create function calculate () such that it can accept two variables and calculate add and subtract. (6 marks)

- END OF QUESTIONS -

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