

Change the order of the letters to find the original word.

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|---|------------------------------------|---|
| E | = 1. AEILZ                         | Written in 1965 as an experiment to find out if computers could be programmed to make human conversation. |
| P | = 2. EOT TOPESFNRPXYSERPEAU        | This is to represent the knowledge of a human expert in a useful way.                                     |
| D | = 3. E E VARISXGMTYTASDPSNSETDFEOA | Expensive to create; cannot skip terms or use common sense like humans; inflexible; may contain mistakes. |
| R | = 4. ESBELAUR                      | Part of the knowledge base which is made up of all the rules known to the expert system.                  |
| A | = 5. VESSA EESTGFTTOPRNEYDAXAM     | Can be copied many times; consistent in decision making; contains knowledge of more than one person.      |
| A | = 6. NCELIITEIEGIFLRNTALAIC        | It attempts to design software that behaves in a way which, if it were human behaviour.                   |
| I | = 7. EIENGNREEEINNCF               | A piece of software which does the searching of the knowledge base.                                       |
| C | = 8. SCPIL                         | C Language Integrated Production System   |
| H | = 9. UISTSERHCI                    | Rules which are not derived purely from logic but are derived from the experience of a person.            |
| E | =10. ESYETLTXPHSEMSLRE             | The program uses special programming languages to compare new information with its knowledge base.        |
| A | =11. YTRTSSIEAPEIOACXNLPSTMFPSO    | Medical, Waste Disposal, Geological, Archaeological, Car Mechanics.                                       |
| E | =12. RONEPCTRYNILEAXFEAAT          | This is used to ask the questions to the user.  |
| I | =13. TERNEILMDEOLR                 | This system shell can represent logic in a number of different ways, including forward and backward rules |
| E | =14. PESTYMRXETES                  | This is a program that has access to a large database of knowledge about one particular topic.            |
| K | =15. SOTENIQDLIUIANKECOGW          | The process of obtaining the facts and rules from one or more human experts.                              |