Angel Hernandez

Project 2

Code:

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| move(state(middle,onbox,middle,hasnot), grasp,  state(middle,onbox,middle,has)).  move(state(P,onfloor,P,H), climb,  state(P,onbox,P,H)).  move(state(P1,onfloor,P1,H), push(P1,P2),  state(P2,onfloor,P2,H)).  move(state(P1,onfloor,B,H), walk(P1,P2),  state(P2,onfloor,B,H)).  canget(state(\_,\_,\_,has)).  canget(State1) :- move(State1,Move,State2), canget(State2). |

Test Case:

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| 1 ?- canget(state(atdoor, onfloor, atwindow, hasnot)).  true |