Angel Hernandez

Project 4

Code:

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| canget(state(\_,\_,\_,has)).  canget(State1) :- move(State1,Move,State2), canget(State2).  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)).  cangetpath(state(\_,\_,\_,has),[]).  cangetpath(State1,Path) :-  move(State1,Move,State2), cangetpath(State2,Pathpart),  Path = [Move | Pathpart]. |

Test Case:

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| 1 ?- cangetpath(state(atdoor,onfloor,atwindow,hasnot),Path).  Path = [walk(atdoor, atwindow), push(atwindow, middle), climb, grasp] |