**Prolog Lab**

First Exercise:

Graphical user interface

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Found here: <https://www.cs.toronto.edu/~sheila/384/w14/simple-prolog-examples.html>

I chose it because it is the same code we touched on in class, and I wanted to start with something very simple. Furthermore, I wanted to use it as a building block for whatever comes next. I figured if I can understand the basic of the basic then I should at least be able to create that for whatever comes next.

SExercise 2:

**The movies of John Wick**-

kills(john, henchmen).

kills(john, round-table).

kills(king, henchmen).

kills(king, round-table).

kills(santino, civilian).

kills(winston, henchmen).

kills(winston, john).

kills(dog, no-one).

good(john):- kills(john, henchmen); kills(john, round-table).

good(king):- kills(king, henchmen); kills(king, round-table).

good(winston):- kills(winston, henchmen); kills(winston, round-table).

good(santino):- kills(santino, henchmen); kills(santino, round-table).

good(dog):- kills(dog, no-one).

bad(john):- kills(john, civilian).

bad(king):- kills(king, civilian); kills(king, john).

bad(winston):- kills(king, civilian); kills(winston, john).

bad(santino):- kills(king, civilian); kills(santino, john).

bad(dog):- kills(dog, john); kills(dog, civilian).

fights(santino, john):- good(john), bad(santino); bad(john), good(santino).

fights(winston, john):- bad(winston), not(good(winston)), good(john).

fights(king, john):- bad(king), good(john); bad(john), good(king).

fights(dog, john):- bad(dog), good(john).

team(king, john):- good(john), good(king).

team(dog, john):- good(dog), good(john); bad(dog), bad(john).

team(winston, john):- good(winston), not(bad(winston)), good(john).

team(winston, santino):-not(good(winston)), bad(winston), bad(santino).

Graphical user interface, text

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