

EXPERIMENT-34

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Course: CSA1789 Artificial Intelligence

Q) Write a Prolog program to implement Monkey Banana Problem

PROGRAM:

```
on(floor,monkey).on(floor,chair).in(room,monkey).in(room,chair).in(room,banana).at(ceiling,banana).
strong(monkey).grasp(monkey).climb(monkey,chair).
push(monkey,chair):-
    strong(monkey).
```

```
under(banana,chair):-
    push(monkey,chair).
```

```
canreach(banana,monkey):-
    at(floor,banana);
    at(ceiling,banana),
    under(banana,chair),
    climb(monkey,chair).
canget(banana,monkey):-
    canreach(banana,monkey),grasp(monkey).
```

OUTPUT:

```
SWI-Prolog (AMD64, Multi-threaded, version 9.0.4)
File Edit Settings Run Debug Help
Welcome to SWI-Prolog (threaded, 64 bits, version 9.0.4)
SWI-Prolog comes with ABSOLUTELY NO WARRANTY. This is free software.
Please run ?- license. for legal details.

For online help and background, visit https://www.swi-prolog.org
For built-in help, use ?- help(Topic). or ?- apropos(Word).

?-
?- e:/College/AI/monkey banana.pl compiled 0.00 sec, 13 clauses
?- canget(banana,monkey).
true.
?- canreach(banana,monkey).
true.
?- climb(monkey,chair).
true.
?- under(banana,chair).
true.
?- "
```