

### Question No. 1

(a) `capital_city(santiago).`  
`city_in_country(santiago, chile).`  
`country_in_continent(chile, south_america).`  
`city_visited(santiago).`

*accept in any order*

[4]

(b) `ThisCity =`  
`manchester`  
`london`

[2]

(c) `countries_visited(ThisCountry)`  
`IF`  
`city_visited(ThisCity)`  
`AND`  
`city_in_country(ThisCity, ThisCountry)`

1  
1  
2

[4]

### Question No. 2

(a) `made_with(laasi, milk).`  
`made_with(laasi, yogurt).`  
`dairy_product(milk).`  
`dairy_product(yogurt).` [4]

(b) `Ingredient =`  
`cheese, egg, flour` [2]

(c) `contains_meat(Dish)`  
`IF`  
`made_with(Dish, X)` (2 marks)  
`AND` (1 mark)  
`meat(X)` (1 mark) [4]

### Question No. 3

- (a) `parent(philippe, meena).`  
    `parent(gina, meena).` [2]
- (b) `ahmed, aisha, raul` [2]
- (c) `father(F, ahmed).` [1]
- (d) `mother(X, Y)`  
    `IF`  
    `female(X) AND parent(X, Y).` [2]
- (e) `grandparent(W, Z)`  
    `IF`  
    `parent(W,X)`  
    `AND parent(X,Z).` [2]
- (f) `grandfather(G, K)`  
    `IF`  
    `male(G) AND`  
    `grandparent(G, K).`  
  
    **alternative:**  
  
    `father(G, X) AND`  
    `parent(X, K).` [2]

### Question No. 4

3(a)	1 mark per clause <input type="checkbox"/> <code>person(mimi).</code> <input type="checkbox"/> <code>food(lettuce).</code> <input type="checkbox"/> <code>likes(mimi, chocolate).</code> <input type="checkbox"/> <code>dislikes(mimi, sushi).</code> <input type="checkbox"/> <code>dislikes(mimi, lettuce).</code>	5
3(b)	1 mark per answer <code>chocolate, pizza</code>	2
3(c)	1 mark per bullet <input type="checkbox"/> <code>might_like(B,A)</code> <input type="checkbox"/> <code>Person(B)</code> <input type="checkbox"/> <code>Food(A)</code> <input type="checkbox"/> <code>AND</code> <input type="checkbox"/> <code>AND NOT</code> <input type="checkbox"/> <code>Dislikes predicate</code>  For example: <code>might_like(B, A).</code>  <code>IF <u>person(B)</u> <u>AND</u> <u>food(A)</u></code>  <code><u>AND NOT(dislikes(B, A)).</u></code>	6

### Question No. 5

2(a)	1 mark for each statement  15 <code>is_a(gecko, lizard).</code> 16 <code>maxsize(gecko, 182).</code>	2
2(b)	1 mark for 2 results 2 marks for 3 correct results  <code>green_iguana, cayman, smooth_iguana</code>	2
2(c)	1 mark per bullet  <input type="checkbox"/> <code>is_a</code> used with brackets () <input type="checkbox"/> <code>squamata, X</code> in correct order  <code>is_a(squamata, X).</code>	2
2(d)	1 mark for each bullet to max 3  <input type="checkbox"/> <code>is_a(X, Z)</code> <input type="checkbox"/> <code>and // , has(Z, Y).</code>  <code>is_a(X, Z) AND has(Z, Y).</code>	3
2(e)	YES	1

### Question No. 6

1(a)	1 mark per fact  14 <code>direct(london, rome).</code> 15 <code>flies(rome, british_air).</code>	2
1(b)	1 mark per bullet: <ul style="list-style-type: none"><li>• palma</li><li>• salzburg</li></ul> <code>K = palma, salzburg</code>	2
1(c)	1 mark per bullet: <ul style="list-style-type: none"><li>• direct</li><li>• glasgow, M</li></ul> <code>direct(glasgow, M).</code>	2
1(d)	1 mark per bullet: <ul style="list-style-type: none"><li>• <code>flies(Z,X)</code></li><li>• AND</li><li>• <code>direct(Z, Y)</code></li></ul> <code>flies(Z, X) AND direct(Z, Y)</code>	3
1(e)	YES	1

### Question No. 7

1(a)(i)	1 mark for each correct statement: <ul style="list-style-type: none"><li>• <code>bird(lays_egg).</code></li><li>• <code>bird(has_wings).</code></li></ul>	2
1(a)(ii)	1 mark for each correct line: <ul style="list-style-type: none"><li>• <code>feature(eagle, lays_eggs).</code></li><li>• <code>feature(eagle, has_wings).</code></li></ul>	2
1(b)(i)	1 mark for each animal: tuna, crab	2
1(b)(ii)	1 mark per bullet point: <ul style="list-style-type: none"><li>• <code>feature()</code></li><li>• tuna, C</li></ul> <code>feature(tuna, C)</code>	2
1(c)	1 mark per bullet point to max 3: <ul style="list-style-type: none"><li>• <code>feature(X,Y) AND bird(Y) // feature(X, has_wings)</code></li><li>• <code>AND</code></li><li>• <code>feature(X,Z) AND bird(Z) // feature(X, lays_eggs)</code></li></ul> <code>(feature(X, Y) AND bird(Y)) AND (feature(X, Z) AND bird(Z))</code>	3
1(d)(i)	A programming style/classification // characteristics/features that programming language has/uses	1
1(d)(ii)	1 mark for each: <ul style="list-style-type: none"><li>• Low-level</li><li>• Imperative // Procedural</li></ul>	2

### Question No. 8

2(a)	1 mark for each fact:  <pre>18 type(waterdog, gundog). 19 is_a(standardpoodle, waterdog).</pre>	2
2(b)	1 mark for each result:  <pre>H = english_setter, irish_setter</pre>	2
2(c)	1 mark per bullet point to max 2:  <ul style="list-style-type: none"><li>• <code>is_a</code></li><li>• <code>(irish_setter, W)</code></li></ul> <pre>is_a(irish_setter, W)</pre>	2
2(d)	1 mark per bullet point to max 3:  <ul style="list-style-type: none"><li>• <code>is_a(X, Z)</code></li><li>• <code>AND</code></li><li>• <code>fav_bird(Z, Y).</code></li></ul> <pre>fav_bird(X, Y) IF is_a(X, Z) AND fav_bird(Z, Y).</pre>	3
2(e)	NO	1



### Question No. 9

5(a)	<ul style="list-style-type: none"><li>• person(gina)</li><li>• country(cyprus)</li><li>• visited(gina, cyprus)</li></ul>	3
5(b)	<p><b>1 mark</b> for 2 correct, <b>2 marks</b> for 3 correct</p> <p>william deeraj meghan</p>	2
5(c)	<p><b>1 mark</b> per bullet point</p> <ul style="list-style-type: none"><li>• person(P) // country(C)</li><li>• AND country(C) // AND person(P)</li><li>• AND NOT // , NOT</li><li>• visited(P, C)</li></ul> <p>mightvisit(P, C) IF person (P) AND country (C) AND NOT visited(P, C)</p>	4

### Question No. 10

3(a)	<b>1 mark</b> for each statement <ul style="list-style-type: none"><li>• <code>person(elle).</code></li><li>• <code>sport(rugby).</code></li><li>• <code>plays(elle, rugby).</code></li><li>• <code>will_not_play(elle, hockey).</code></li></ul>	<b>4</b>
3(b)	johann, jessica	<b>1</b>
3(c)	<b>1 mark</b> per bullet point <ul style="list-style-type: none"><li>• <code>person(Y)</code></li><li>• <code>AND // ,</code></li><li>• <code>sport(X)</code></li><li>• <code>AND NOT // , NOT</code></li><li>• <code>will_not_play(Y, X)</code></li></ul> <code>mightplay(Y, X)</code> <code>IF person (Y) AND sport (X) AND NOT(will_not_play(Y, X))</code>	<b>5</b>

### Question No. 11

2(a)	<code>studies(sam, history).</code> <code>tutors(nina, sam).</code>	2
2(b)	<code>freya, hua // hua, freya</code>	1
2(c)	<b>one</b> mark for correct use of <code>X</code> <b>one</b> mark for two other variables in correct positions <b>one</b> mark for three correct clauses in any order <b>one</b> mark for correct syntax <code>teaches(R, S),</code> <code>studies(X, S),</code> <code>tutors(R, X).</code>	4

### Question No. 12

2(a)	<code>type(caracal, wild).</code> <code>hair(caracal, short).</code>	2
2(b)	<code>persian</code>	1
2(c)(i)	<code>type(Pet, domestic).</code>	1
2(c)(ii)	<code>spots(WildSpotty, yes)</code> <code>,type(WildSpotty, wild).</code>	2