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CS 401 – Prolog Assignment

Statement of Work:

We are required to write two prolog programs. One program takes in inputs in the form of “Y is a Z.”, “A Y is a Z.”, “Is Y a Z?”, and “Is a Y a Z?”. The other program simulates a therapist.

Discription of design:

We split the work between us per the two parts of the assignment:

Here is the general gist of the part 1 program: The predicate "main" is the main entry point to this program. Main calls itself recursively without a base case to create the main program loop. The predicate "is\_a" is the rule that the users will assert. The predicate "check\_is\_a" is called for the users' queries This allows chains like "A is a B. B is a C. Is A a C?" to work correctly. "stmt" and "quer" are the delegate predicates that main calls after figuring out the type of the user input. “type\_is\_query" will check the first letter of the input (via the "is\_I" predicates) and return true if the type is query. "deleteLastElement" is a helper predicate used for removing the punctuation.

<JOSH PUT YOUR STUFF HERE>

Difficult:

Prolog was a difficult language due to its declarative nature. This made the way we made our programs change dramatically. It was also difficult due to the odd ways of reading user input. The built in “read” predicate doesn’t simply read in a string as one would expect.

Liked about Prolog:

Prolog seems to be a good language for making databases and queries.

Dislike about Prolog:

Reading in user input (like mentioned above) is difficult.