EXP-25 PROLOG PROGRAM FOR MONKEY BANANA PROBLEM

AIM:

To write a prolog program for implementing monkey banana problem.

PROGRAM:

```
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),
  drag(P1,P2),
  state(P2,onfloor,P2,H)).
move(state(P1,onfloor,B,H),
  walk(P1,P2),
  state(P2,onfloor,B,H)).
canget(state(_,_,_,has)).
canget(State1) :-
  move(State1,_,State2),
  canget(State2).
```

OUTPUT:

```
yes
| ?- consult('C:/Users/Welcome/Downloads/GNU-Prolog/GNU-Prolog/bin/25_monkey banana.pl').
compiling C:/Users/Welcome/Downloads/GNU-Prolog/GNU-Prolog/bin/25_monkey banana.pl for byte code...
C:/Users/Welcome/Downloads/GNU-Prolog/GNU-Prolog/bin/25_monkey banana.pl compiled, 15 lines read - 2227 bytes written, 22 ms

yes
| ?- canget(state(atdoor, onfloor, atwindow, hasnot)).

true ?

yes
| ?-
```

RESULT:

The prolog problem was successfully executed.