PLOG

Descrição: Asterismo

Regras: Em italiano  
  
Representação:

board([

    [1,0,0,0,0,0,0,0,0,0,0,0],

    [1,0,2,0,0,0,0,0,0,0,0,0],

    [2,0,0,0,0,0,0,0,0,0,0,0],

    [0,0,0,0,1,0,0,0,0,3,0,0],

    [0,0,0,0,0,0,0,0,0,0,0,2],

    [0,0,2,0,0,0,0,0,3,0,0,2],

    [0,0,0,0,1,0,0,0,0,0,0,3],

    [0,0,0,0,0,0,0,0,0,0,0,0],

    [0,0,0,0,0,0,0,0,0,0,0,0],

    [0,0,0,0,0,0,0,0,0,0,0,0],

    [0,0,0,0,0,0,0,0,0,0,0,0]

]).

Display:

disp:-

    board(X),

    display\_game(X, 1).

display\_game([], OddRow).

display\_game([Row | Board], 1):-

    write('   '),

    displayRow(Row),

    display\_game(Board, 0).

display\_game([Row | Board], 0):-

    displayRow(Row),

    display\_game(Board, 1).

displayRow([]):-

    nl.

displayRow([0 | Row]):-

    write('|    |'),

    displayRow(Row).

displayRow([1 | Row]):-

    write('|blue|'),

    displayRow(Row).

displayRow([2 | Row]):-

    write('|yell|'),

    displayRow(Row).

displayRow([3 | Row]):-

    write('|redd|'),

    displayRow(Row).