


```

1  % Frames for animals categories.
2  frame(mammal, [hair(yes), warmBloded(yes), reproduction(birth), wings(no)]).
3  frame(bird, [hair(no), warmBloded(yes), reproduction(egg), wings(yes)]).
4  frame(reptile, [hair(no), warmBloded(no), reproduction(egg), wings(no)]).
5
6  % Frames for some animals.
7  frame(dolphin, [legs(0), habitat(water), movement(swim), flies(no)]).
8  frame(eagle, [legs(2), habitat(land), movement(flies) , flies(yes)]).
9  frame(turtle, [legs(4), habitat(land), habitat(water), movement(crawl), flies(no)]).
10
11 % inheritances
12 inherits_from(dolphin, mammal).
13 inherits_from(eagle, bird).
14 inherits_from(turtle, reptile).
15
16 % find a value from the animal frame or the animal's category frame(inheritance).
17 has(Animal, Value):- frame(Animal, Values), member(Value,Values).
18 has(Animal, Value):- inherits_from(Animal, X), frame(X, _), has(X, Value).
19
20 % member function.
21 member(Value, [Value|_]).
22 member(Value, [_|Y]):- member(Value, Y).
23
24 % classification rules.
25 mammal(X):- has(X, hair(yes)), has(X, warmBloded(yes)).
26 bird(X):- has(X,wings(yes)), has(X, reproduction(egg)).
27 reptile(X):- has(X, movement(crawl)), has(X, warmBloded(no)).
28
29 % animal type.
30 animal_type(X,Y):- (Y = mammal , mammal(X)); (Y = bird, bird(X)); (Y = reptile, reptile(X)).
31

```

 SWI-Prolog (AMD64, Multi-threaded, version 9.3.13)

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```
?-
Warning: c:/users/mohdj/desktop/uob/prolog/example100.pl:22:
Warning: Singleton variables: [X]
% c:/Users/mohdj/Desktop/UOB/PROLOG/example100.pl compiled 0.00 sec, 17 clauses
?- mammal(dolphin).
true .

?- bird(eagle).
true .

?- reptile(turtle).
true .

?- reptile(eagle).
false.

?- has(dolphin,habitat(X)).
X = water ,

?- has(turtle,movement(X)).
X = crawl ,

?- has(eagle,flies(X)).
X = yes ,

?- has(eagle,legs(X)).
X = 2 ,

?- animal_type(turtle,X).
X = reptile ,

?- has(dolphin,warmBlooded(X)).
X = yes ,

?- has(dolphin,movement(X)).
X = swim ,
```