

## Simple Animal Identification Expert System – CLIPS

- In order to execute in CLIPS: clear -> load -> reset -> run.
- The acceptable answers are included in parentheses at the end of each question.
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### Animal Template Table

<i>Animal Template Legend</i>
Template Slot or Multislot (\$)
Allowed Values

Animal Template								
Allowed Values	name (STRING)	kind (STRING)	size (NUMBER)	colors (SYMBOL) (\$)	spots (SYMBOL)	body (SYMBOL) (\$)	environment (SYMBOL) (\$)	particularity (SYMBOL) (\$)
				brown	false	nil	water	nil
				yellow	true	big-eyes	beach	descendants-color
				black		colored-belly	cave	can-dive
				grey		hairy	dry	smallest-mammal
				green		strip	bush	dangerous
				red		long	forest	can-swim
				white		concave	mud	infectious
				blue		spikes	crops	cultivable
						sharp	underwater	night-movement
						tentacles	rock	chameleon
						tail	mountain	jumps-flies
						mustache	leafs	
							cavity	

# Program Flow Analysis Table

<i>Analysis Table Legend</i>
Animal Found (name in bold)
No animal found (None)
Need More Facts (additional question asked)

Scale	Color	After Scale & Color Filtering	Additional Question	Answer: Yes	Answer: No	(*) Answer: Yes	(*) Answer: No
tiny	brown	3 animals →	(spots true) →	Monk Seal	(*) (particularity dangerous) →	Southeuropean Scorpion	Spider
-#-	yellow	2 animals →	(body tail) →	Southeuropean Scorpion	Spider		
-#-	black	None					
-#-	grey	Monk Seal					
-#-	green	None					
-#-	red	2 animals →	(environment leafs) →	Ladybird	Spider		
-#-	white	Monk Seal					
-#-	blue	None					
small	brown	2 animals →	(body mustache) →	Mouse	Mediterranean Sea Mussel		
-#-	yellow	None					
-#-	black	None					
-#-	grey	Mouse					
-#-	green	Grasshopper					
-#-	red	Sea Urchin					
-#-	white	Sea Urchin					
-#-	blue	Mediterranean Sea Mussel					
big	brown	2 animals →	(environment mud) →	Wild Boar	Brown Hare		
-#-	yellow	Fire Salamander					
-#-	black	Fire Salamander					
-#-	grey	2 animals →	(body tentacles) →	Octopus	Wild Boar		
-#-	green	Octopus					
-#-	red	None					
-#-	white	None					
-#-	blue	None					