EX.NO:-10	INTRODUCTION TO PROLOG
DATE:	

## AIM:

To learn PROLOG terminologies and write basic programs.

# **TERMINOLOGIES**

## 1. Atomic Terms: -

Atomic terms are usually strings made up of lower- and uppercase letters, digits, and the underscore, starting with a lowercase letter.

### Ex:

dog ab\_c\_321

# 2. Variables: -

Variables are strings of letters, digits, and the underscore, starting with a capital letter or an underscore.

## Ex:

Dog

Apple\_420

# 3. Compound Terms: -

Compound terms are made up of a PROLOG atom and a number of arguments (PROLOG terms, i.e., atoms, numbers, variables, or other compound terms) enclosed in parentheses and separated by commas.

### Ex:

```
is\_bigger(elephant,X)
f(g(X,\_),7)
```

## 4. Facts: -

A fact is a predicate followed by a dot.

### Ex:

bigger\_animal(whale). life\_is\_beautiful.

# 5. Rules: -

A rule consists of a head (a predicate) and a body (a sequence of predicates separated by commas).

### Ex:

```
is_smaller(X,Y):-is_bigger(Y,X).
aunt(Aunt,Child):-sister(Aunt,Parent),parent(Parent,Child).
```

## **PROGRAM:**

# **SOURCE CODING:**

## **KB1**:

```
woman(mia).
woman(jody).
woman(yolanda).
playsAirGuitar(jody).
party.
```

### **OUTPUT:**

```
?- woman(mia).
true.
?- playsAirGuitar(mia).
false.
?- party.
true.
?- concert.
ERROR: Unknown procedure: concert/0 (DWIM could not correct goal)
```

# **KB2**:

```
happy(yolanda).
listens2music(mia).
Listens2music(yolanda):-happy(yolanda).
playsAirGuitar(mia):-listens2music(mia).
playsAirGuitar(Yolanda):-listens2music(yolanda).
```

## **OUTPUT**:

```
?- playsAirGuitar(mia).
true .
?- playsAirGuitar(yolanda).
true.
```

# **KB3**:

# **KB4:**

```
food(burger).
food(sandwich).
food(pizza).
lunch(sandwich).
dinner(pizza).
meal(X):-food(X).
```

### **OUTPUT:**

```
?-
| food(pizza).
true.
?- meal(X).lunch(X).
X = sandwich .
?- dinner(sandwich).
false.
```

# **KB5**:

```
owns(jack,car(bmw)).
owns(john,car(chevy)).
owns(olivia,car(civic)).
owns(jane,car(chevy)).
sedan(car(bmw)).
sedan(car(civic)).
```

truck(car(chevy)).

## **OUTPUT**:

```
?-
| owns(john, X).
X = car(chevy).
?- owns(john,_).
true.
?- owns(Who,car(chevy)).
Who = john ,
?- owns(jane, X), sedan(X).
false.
?- owns(jane, X), truck(X).
X = car(chevy).
```

# **KB6:**

Find minimum maximum of two numbers

```
\begin{aligned} & \text{find}\_\text{max}(X,Y,X)\text{:-}X\>=Y,!.\\ & \text{find}\_\text{max}(X,Y,Y)\text{:-}X\<Y.\\ & \text{find}\_\text{min}(X,Y,X)\text{:-}X=\&lt;Y,!.\\ & \text{find}\_\text{min}(X,Y,Y)\text{:-}X\&gt;Y. \end{aligned}
```

## **OUTPUT**:

```
| ?- find_max(100,200,Max).

Max = 200

yes
| ?- find_max(40,10,Max).

Max = 40

yes
| ?- find_min(40,10,Min).

Min = 10

yes
| ?- find_min(100,200,Min).

Min = 100

yes
```

# **KB7:**

Here are some simple clauses.

```
likes(mary,food).
likes(mary,wine).
likes(john,wine).
likes(john,mary).
```

## How do you add the following facts?

- 1. John likes anything that Mary likes
- 2. John likes anyone who likes wine
- 3. John likes anyone who likes themselves

## % New facts and rules

```
\begin{split} & likes(john, \, X) : - \, likes(mary, \, X). \\ & likes(john, \, Y) : - \, likes(Y, \, wine). \\ & likes(john, \, Z) : - \, likes(Z, \, Z). \end{split}
```

## **OUTPUT**:

```
% c:/Users/HDC0719106/Docu:
?- likes(mary,food).
true.
?- likes(john,wine).
true.
?- likes(john,food).
false.
?- likes(john,X).
X = wine ,
?- likes(john,Y).
Y = wine ,
?- likes(john,Z).
Z = wine
```

# **RESULT:**

Thus to learn PROLOG terminologies has been executed successfully