**PRACTICAL-14**

**AIM:** Write a program to solve Monkey Banana problem using Prolog.

**Source Code:**

% Predicates

in\_room(bananas).

in\_room(chair).

in\_room(monkey).

clever(monkey).

can\_climb(monkey, chair).

tall(chair).

% Rules

get\_on(X, Y):-

can\_climb(X, Y).

under(Y, Z):-

in\_room(X), in\_room(Y),

in\_room(Z), can\_climb(X, Y).

close\_to(X, Y,Z):-

get\_on(X, Y), under(Y, Z); tall(Y).

can\_reach(X, Y, Z):-

clever(X), close\_to(X, Y, Z).

can\_reach(X, Y, Z):-

clever(X), close\_to(X, Z, Y). % Added rule to consider swapping Y and Z.

**Output:**

