1. (8 marks) A game “Don’t step on the bombs!” are played by 2 players. The game contains 2 files:
   * **data.pl** is used to store where the bombs are. It also stores how many times each player won.
   * **program.pl** is the main logic of the game.

Hint:

* use “asserta(X)” to write X to memory and “retract(X)” to remove X from memory.
* Declare **:-dynamic X/Y**. in the beginning of your file to allow predicate X (which has Y parameters) to be used with “asserta” and “retract”.
* **:-reconsult('data.pl').** is on the first line of **program.pl** to import file.
  + Gameplay process (user must type **start**).
    1. (1 mark) When the game starts, the first player is asked to plant 1 bomb in a tray of 3 slots (number 1 to 3). (must input data)
    2. (1 mark) Then the second player is asked to pick a position. (must input data)
    3. (2 mark) If the picked position contains a bomb, the first player wins the round. Notify the players and store the winning record in memory.
    4. (2 mark) Otherwise, the second player wins the round. Notify the players and store the winning record in memory.
  + Save process (user must type **save**).
    1. (1 mark) Save the bomb position and winning record of both players into data.pl. source file.
  + Display winning records (user must type **printRec**).
    1. (1 mark) Print the winning records of both players.

**How to submit:**

**Zip both prolog files** into a zip file named with your id (for example, 6133320021.zip)

and submit it on MyCourseville.

An example run is shown below (this is just a guide, you can do it anyway you want as long as your program satisfies the given behaviors.)

?- start.

Player1, please select a position for a bomb (1-3)

|: 2.

Player2, please pick a position (1-3)

|: 1.

Player2 wins this round.

true.

?- start.

Player1, please select a position for a bomb (1-3)

|: 3.

Player2, please pick a position (1-3)

|: 3.

Player1 wins this round.

true .

?- printRec.

Player1 wins = 1.

Player2 wins = 1.

true. % files are still unchanged at this point.

?- save.

true. % file data.pl now changes to reflect the stored winning records and bomb position.