PRINCIPLES OF ARTIFICIAL INTELLIGENCE LABORATORY PROGRAMS

INTRODUCTION TO PROLOG PROGRAM:

SOURCE CODE: KB1: woman(mia). woman(jody). woman(yolanda). playsAirGuitar(jody). party. **KB2**: happy(yolanda). listens2music(mia). Listens2music(yolanda):-happy(yolanda). playsAirGuitar(mia):-listens2music(mia). playsAirGuitar(Yolanda):-listens2music(yolanda). **KB3**: likes(dan, sally). likes(sally,dan). likes(john,brittney). married(X,Y) := likes(X,Y), likes(Y,X). friends(X,Y):- likes(X,Y); likes(Y,X).

KB4:

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

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)).
```

KB6: Find minimum maximum of two numbers

```
\begin{split} & \text{find\_max}(X,Y,X)\text{:-}X\>=Y,!.\\ & \text{find\_max}(X,Y,Y)\text{:-}X\<Y.\\ & \text{find\_min}(X,Y,X)\text{:-}X=\&lt;Y,!.\\ & \text{find\_min}(X,Y,Y)\text{:-}X\&gt;Y. \end{split}
```

OUTPUT:

```
File Edit Settings Run Debug Help

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?- voman(nia).

**True.**

- woman(reni).

**false.**

**True.**

**True.*
```