Grupo 4

ex1.

Acções	Pré-condições	ADD	DELETE
apanhar(c1)	saco(nada), objecto(c1,P1), agente(P1)	saco(c1)	saco(nada), objecto(c1, P1)
apanhar(c2)	saco(c1), objecto(c2,P2), agente(P2)	saco(c2)	objecto(c2,P2)
apanhar(c3)	saco(c2), objecto(c3,P3), agente(P3)	saco(c3)	objecto(c3,P3)
mover(P1, P2)	bloqueada(P3), agente(P1)	agente(P2)	agente(P1)

ex2.

estado_inicial([objecto(c1, p(3, 6)), objecto(c2, p(1, 3)), objecto(c3, p(6,6)), agente(p(1, 1)), bloqueada(p(4, 2)), bloqueada(p(5, 2)), bloqueada(p(5, 3)), saco(nada)]).

estado_final([agente(p(1, 4)), bloqueada(p(4, 2)), bloqueada(p(5, 2)), bloqueada(p(5, 3)), saco(c1), saco(c2), saco(c3)]).

ex3.

sequencia de acçoes: mover(p(1,1), p(2,1)), mover(p(2,1), p(2,2)), mover(p(2,2), p(2,3)), mover(p(2,3), p(2,4)), mover(p(2,4), p(2,5)), mover(p(2,5), p(2,6)), mover(p(2,6), p(3,6)), apanhar(c1), mover(p(3,6), p(2,6)), mover(p(2,6), p(2,5)), mover(p(2,5), p(2,4)), mover(p(2,4), p(2,3)), mover(p(2,3), p(1,3)), apanhar(c2), mover(p(1,3), p(2,3)), mover(p(2,3), p(3,3)), mover(p(3,3), p(4,3)), mover(p(4,3), p(4,4)), mover(p(4,4), p(5,4)), mover(p(5,4), p(6,4)), mover(p(6,4), p(6,5)), mover(p(6,5), p(6,6)), apanhar(c3), mover(p(6,6), p(6,5)), mover(p(6,5), p(6,4)), mover(p(6,4), p(6,3)), mover(p(6,3), p(6,2)), mover(p(6,2), p(6,1)), mover(p(6,1), p(5,1)), mover(p(5,1), p(4,1))