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:-
% c:/Users/Personal/Downloads/AIprac6.pl compiled 0.00 sec, 10 clauses
?- can_reach(X,Y).
X = monkey,
Y = bananas .


?- trace.
true.

[trace]  ?- can_reach(X,Y).
   Call: (12) can_reach(_25024, _25026) ? creep
   Call: (13) dexterous(_25024) ? creep
   Exit: (13) dexterous(monkey) ? creep
   Call: (13) is_close(monkey, _25026) ? creep
   Call: (14) can_climb(monkey, _28776) ? creep
   Exit: (14) can_climb(monkey, chair) ? creep
   Call: (14) under(chair, _25026) ? creep
   Call: (15) in_room(_31208) ? creep
   Exit: (15) in_room(bananas) ? creep
   Call: (15) in_room(chair) ? creep
   Exit: (15) in_room(chair) ? creep
   Call: (15) in_room(_25026) ? creep
   Exit: (15) in_room(bananas) ? creep
   Call: (15) can_move(bananas, chair, bananas) ? creep
   Fail: (15) can_move(bananas, chair, bananas) ? creep
   Redo: (15) in_room(_25026) ? creep
   Exit: (15) in_room(chair) ? creep
   Call: (15) can_move(bananas, chair, chair) ? creep
   Fail: (15) can_move(bananas, chair, chair) ? creep
   Redo: (15) in_room(_25026) ? creep
   Exit: (15) in_room(monkey) ? creep
   Call: (15) can_move(bananas, chair, monkey) ? creep

   Redo: (15) in_room(_31208) ? creep
   Exit: (15) in_room(chair) ? creep
   Call: (15) in_room(chair) ? creep
   Exit: (15) in_room(chair) ? creep
   Call: (15) in_room(_25026) ? creep
   Exit: (15) in_room(bananas) ? creep
   Call: (15) can_move(chair, chair, bananas) ? creep
   Fail: (15) can_move(chair, chair, bananas) ? creep
   Redo: (15) in_room(_25026) ? creep
   Exit: (15) in_room(chair) ? creep
   Call: (15) can_move(chair, chair, chair) ? creep
   Fail: (15) can_move(chair, chair, chair) ? creep
   Redo: (15) in_room(_25026) ? creep
   Exit: (15) in_room(monkey) ? creep
   Call: (15) can_move(chair, chair, monkey) ? creep
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Fail: (15) can_move(chair, chair, monkey) ? creep
Redo: (15) in_room(_31208) ? creep
Exit: (15) in_room(monkey) ? creep
Call: (15) in_room(chair) ? creep
Exit: (15) in_room(chair) ? creep
Call: (15) in_room(_25026) ? creep
Exit: (15) in_room(bananas) ? creep
Call: (15) can_move(monkey, chair, bananas) ? creep
Exit: (15) can_move(monkey, chair, bananas) ? creep
Exit: (14) under(chair, bananas) ? creep
Call: (14) tall(chair) ? creep
Exit: (14) tall(chair) ? creep
Exit: (13) is_close(monkey, bananas) ? creep
Exit: (12) can_reach(monkey, bananas) ? creep
X = monkey,
Y = bananas ;
Redo: (15) in_room(_60) ? creep
Exit: (15) in_room(chair) ? creep
Call: (15) can_move(monkey, chair, chair) ? creep
Fail: (15) can_move(monkey, chair, chair) ? creep
Redo: (15) in_room(_60) ? creep
Exit: (15) in_room(monkey) ? creep
Call: (15) can_move(monkey, chair, monkey) ? creep
Fail: (15) can_move(monkey, chair, monkey) ? creep
Fail: (14) under(chair, _60) ? creep
Fail: (13) is_close(monkey, _60) ? creep
Fail: (12) can_reach(_58, _60) ? creep
false.

[trace] ?- notrace.
true.

[debug] ?- nodebug.
true.