

## LAB 4

**Objective: Write a program to solve the Monkey Banana problem.**

**Program:**

```
in(monkey,room).
on(monkey,floor).
in(chair,room).
on(chair,floor).
in(banana,room).
at(banana,ceiling).
strong(monkey).
grasp(monkey).
climb(monkey,chair).
push(monkey,chair) :- strong(monkey).
under(banana,chair) :- push(monkey,chair).
canreach(monkey,banana)
at(banana,floor);at(banana,ceiling),under(banana,chair),
climb(monkey,chair).
canget(monkey,banana) :- canreach(monkey,banana),grasp(monkey).
```

```
% c:\Users\asit\Documents\Prolog\monkeybanana.pl compiled 0.00 sec. 13 clauses
?- canget(monkey,banana).
true.
?- trace.
true.
[trace] ?- canget(monkey,banana).
Call: (10) canget(monkey,banana) ? creep
Call: (11) canreach(monkey,banana) ? creep
Call: (12) at(banana,floor) ? creep
Fail: (12) at(banana,floor) ? creep
Redo: (11) canreach(monkey,banana) ? creep
Call: (12) at(banana,ceiling) ? creep
Exit: (12) at(banana,ceiling) ? creep
Call: (12) under(banana,chair) ? creep
Call: (13) push(monkey,chair) ? creep
Call: (14) strong(monkey) ? creep
Exit: (14) strong(monkey) ? creep
Exit: (13) push(monkey,chair) ? creep
Exit: (12) under(banana,chair) ? creep
Call: (12) climb(monkey,chair) ? creep
Exit: (12) climb(monkey,chair) ? creep
Exit: (11) canreach(monkey,banana) ? creep
Call: (11) grasp(monkey) ? creep
Exit: (11) grasp(monkey) ? creep
Exit: (10) canget(monkey,banana) ? creep
true.
[trace] ?-
```

