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).
```