## **PROGRAMMING ASSIGNMENT 2: PROLOG**

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### **OUTPUTS:**

```
Q1)
?- brother(tod,X).
X = rod;
false.
?- sister(marge,X).
X = patty;
X = selma;
false.
?- aunt(X,patty).
X = bart;
X = lisa;
X = maggie;
false.
?- uncle(bart,X).
X = herb;
false.
?- grandfather(maggie,X).
X = abraham;
false.
?- granddaughter(jackie,lisa).
true.
?- ancestor(bart,X).
```

X = homer;
X = marge;
X = abraham;
X = jackie;

false.

false.
?- unrelated(tod,bart). true.
?- unrelated(maggie,smithers). true.
?- unrelated (maggie, selma).

# Q2)

```
?- result(X).
X = lisa;
X = charlie;
false.
```

# Q3)

```
?- remdups([1,3,4,2,4,3,6,8,6,5,4,2,3,4,9],X).
X = [1, 8, 6, 5, 2, 3, 4, 9].
```

# Q4)

```
?- factor(120,M).

M = [2, 2, 2, 3, 5];
false.

?- factor(7,P).

P = [7];
false.
```

## Q5)

```
?- bitvec(3,K).
K = [0, 0, 0];
K = [1, 0, 0];
K = [0, 1, 0];
K = [1, 1, 0];
K = [0, 0, 1];
K = [1, 0, 1];
K = [0, 1, 1];
K = [1, 1, 1];
false.
?- code(5,2,X).
X = [1, 1, 0, 0, 0];
X = [1, 0, 1, 0, 0];
X = [0, 1, 1, 0, 0];
X = [1, 0, 0, 1, 0];
X = [0, 1, 0, 1, 0];
X = [0, 0, 1, 1, 0];
X = [1, 0, 0, 0, 1];
X = [0, 1, 0, 0, 1];
X = [0, 0, 1, 0, 1];
X = [0, 0, 0, 1, 1];
false.
Q6)
?- sin_zero(3,Y).
Y = 3.141592653300477;
false.
?- sin_zero(10,Y).
Y = 9.424777960768635;
false.
```

# Q7) NOTE: THIS QUESTION TAKES 2 MINUTES TO GET RESULT AFTER QUERY

Solution is in the format: ['S', 'E', 'N', 'D', 'M', 'O', 'R', 'Y']

?- solution(L).

L = [9, 5, 6, 7, 1, 0, 8, 2]

# Q8)

### WITH THIS ARRANGEMENT:

```
p(x,1,1).
p(x,1,3).
```

p(o,3,1).

p(o,1,3).

### **OUTPUT:**

```
?- move(x,R,C).
go for win!
R = 1,
C = 2;
```

### WITH THIS ARRANGEMENT:

```
p(x,1,1).
p(x,2,3).
p(o,3,1).
p(o,3,3).
```

false.

### **OUTPUT:**

false.

```
?- move(x,R,C).
move to block opponent!
R = 3,
C = 2;
false.
?- move(o,R,C).
go for win!
R = 3,
C = 2;
```

## Q9)

### WITH THIS ARRANGEMENT:

```
visited(1,1). visited(2,1).
```

visited(1,2).

stench(2,1).

breeze(1,2).

### **OUTPUT:**

```
I?- candidate(X,Y).
```

$$X = Y, Y = 2$$
;

X = 3,

Y = 1;

X = 1,

Y = 3;

X = Y, Y = 2;

false.

?- move(X,Y).

X = Y, Y = 2;

false.

### WITH THIS ARRANGEMENT:

visited(1,1).

visited(2,1).

visited(1,2).

stench(2,1).

breeze(1,2).

visited(2,2).

### **OUTPUT:**

?- candidate(X,Y).

X = 3,

Y = 1;

X = 3,

```
Y = 2;

X = 1,

Y = 3;

X = 2,

Y = 3;

false.

?- move(X,Y).

X = 3,

Y = 2;

X = 2,

Y = 3;

false.
```

### WITH THIS ARRANGEMENT:

visited(4,1). visited(4,2). visited(4,3). visited(4,4). stench(4,2). breeze(4,3). breeze(4,4).

## **OUTPUT:**

?- move(X,Y). X = 3, Y = 1; false.