

Interaction Loops

Write a program that prompts a user for a list, then reads the list, reverses the elements of the list and then prints out the reversed list to the terminal. It then returns to prompting the user for a new list, etc.

```
interact:-  
    nl,  
    write('gimme a list> '),  
    read(X),  
    reverse(X,Y),  
    write('this is the reverse: '),  
    write(Y),  
    nl,  
  
    interact.
```

A Translation Program

Write a program that takes simple English statements and translates them into German. The sentences are given as lists of words.

```
% the dictionary
lookup(logic,logik).
lookup(is,macht).
lookup(fun,spass).
Lookup(A,A).

% the translation procedure
translate([],[]).
translate([Word|Sentence ],German):-
    lookup(Word,GWord),
    translate(Sentence,GSentence),
    German=[GWord|GSentence ].
```

Assignment

- Assignment #5 – see BrightSpace