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.
```

Recursion with no arguments!

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).          ⬅ Default case for unknown words, just return them

% the translation procedure
translate([],[]).
translate(ES,GS):-
        [W|R]=ES,     ⬅ Destructure English sentence
     lookup(W,GW),
     translate(R,GR),
     GS=[GW|GR].      ⬅ Construct German sentence
```

Assignment

- Assignment #5 – see BrightSpace