Assignment 3

1. Write a Prolog program that takes a student's marks as input and returns their grade according to the following rules:

   - `Marks >= 90` → `grade = excellent`
   - `Marks >= 75` and `< 90` → `grade = good`
   - `Marks >= 50` and `< 75` → `grade = average`
   - `Marks < 50` → `grade = fail`

2. Store all edges of Graph A and check the any path is exist or not.
3. Implement Breadth-First Search (BFS) traversal of Graph A in Prolog.
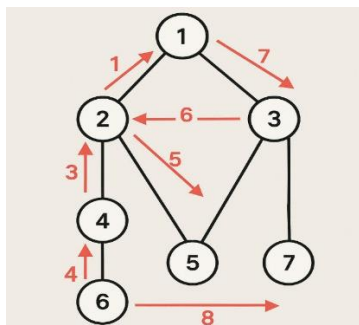4. Implement Depth-First Search (DFS) traversal of Graph A in Prolog.

Fig.1: Graph A