CS312 Prolog Project Report

1. **New Knowledge Base:**
2. **Interpreter Loop:**

The Interpreter Loop was implemented following Amzi’s user interface design. A user begins the program (after consulting ‘312-pess.pl’) by entering ‘main.’

From there, a greeting is provided (constructed using the write/1 and nl/0 commands) that instructs the user of the available commands that they can enter. The design of the interpreter loop is centered around a repeat/0 and do/1 pattern where additional commands can easily be added in a modular fashion. This is done by creating the necessary function (ie goal) and creating an associated do(goal):- goal, !. near the user interface so that it calls the correct function when those are entered at the command line.

Lastly, if none of the commands match that which was entered by the user, an error will be written that ‘X is an invalid command’ where X is the command that the user entered.

\*\*Bonus: print list of rules:

1. **Allow user to specify the goal in knowledge base**

\*\*Bonus: What the heck is that:

1. **Allow user to set up top-level goal from interpreter prompt**
2. **Assert new facts/rules at interpreter prompt**
3. **Use WordNet and Pronto\_Morph to increase vocabulary**