Aim: To develop a family tree programmings using prolog with all possible facts, rules and queries.

Poducer:

- 1. Cleate a tile: write the knowledge base in a text tile and save it as family, relation pl.
- 2. Open prolog: Launch your prolog inter
- 3. Load the knowledge lake. In prolog. load the file using.? [family-relations]
- 4. Puery the database: Ask queries band on the facts and Rules.
- 5. Vian Results: Prolog will return result for lach query.
- 6. Exit Prolog: Type?-halt bexit interpreter

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RoloA Studtus: male (peter) tather (chais - peter) the Pather (chour-betty) grandfather (keulin-peter) when bolad most young is bolad with bud the Gele wing. but here in proba-! - [family - repopora] =! · Query the database: ATK que his based on the facts and Rules. View Rosults: Prolog will solven south for SALL Loyad JXJ 2- hall totopotopotopotop Result: The pregram was successfully excessfully and the off is neglind.