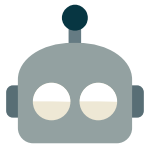


Lollipop



KITCHEN

Robot



Keys



CORRIDOR

LIVING-ROOM



robot holds lollipop

go(?movable, ?room)

?movable **is** Movable, ?room **is** Room

pre ?movable room **!=** ?room,

?room **locked** *false*

eff ?movable room ?room

grab(?graber, ?pickable)

?graber **is** Graber, ?pickable **is** Pickable

pre ?graber **holds** **nothing**,

?graber room = ?pickable room

eff ?graber **holds** ?pickable

unlock(?graber, ?room)

?graber **is** Graber, ?room **is** Room

pre ?room **locked**, ?graber **holds** **keys**

eff ?graber **holds** **nothing**,

?room **locked** *false*