**EXPERIMENT NO.: 03** 

Aim: Implement Problem in PROLOG

**Learning Objective :** Implement Problems in PROLOG.

**Learning Outcome:** Students are able to successfully Implement Problems in PROLOG.

### **Course Outcome**

CSL703.4 To realize the basic techniques in PROLOG

# **Program Outcome**

(PO 3) Design/ development of solutions: Breadth and uniqueness of engineering problems i.e. the extent to which problems are original and to which solutions have previously been identified or codified (PO 12) Lifelong Learning

## **Bloom's Taxonomy Level**

- Remembering
- Understanding

## Theory:

Prolog is a logic programming language. It has an important role in artificial intelligence. Unlike many other programming languages, Prolog is intended primarily as a declarative programming language. In prolog, logic is expressed as relations (called as Facts and Rules). Core heart of prolog lies at the logic being applied. Formulation or Computation is carried out by running a query over these relations. In prolog, We declare some facts. These facts constitute the Knowledge Base of the system. We can query against the Knowledge Base. We get output as affirmative if our query is already in the knowledge Base or it is implied by Knowledge Base, otherwise we get output as negative.

#### Algorithm:

```
Program Window
                      Arguments/Objects
           likes(john, jane). ... dot necessary to end statements
           likes(jane, john).
           likes(jack, jane).
                                     variables
       Predicate name
         friends(X, Y):- likes(X, Y), likes(Y, X).
Query Window
 ?- likes(john, jane). ... dot necessary
 true. - answer from prolog interpreter
 sign on
 prolog query
 prompt
              variables
 ?- friends(X, Y).
 X = john
 Y = jane; ← type; to get next solution
 X = jane
   = john.
```

Output:

```
1) Friends
   1 likes(john, jane).
                                                   friends(jane,john).
   2 likes(jane,john).
   3 likes(jack,jane).
                                                   true
   4
                                                   mail friends(jack,john).
   5 friends(X,Y):-likes(X,Y),likes(Y,X).
                                                   false
                                                       friends(jack, john).
  2) Food
 1 food(burger).
                                            food(pizza).
 2 food(sandwhich).
 3 food(pizza).
                                           true
 4 lunch(sandwhich).
                                           meal(X),lunch(X).
 5 dinner(pizza).
                                           X = sandwhich
 7 meal(X):-food(X).
                                            Next
                                                  10
                                                      100
                                                           1,000
                                                                   Stop
                                            dinner(sandwhich).
                                           false
                                               dinner(sandwhich).
  3)Math add and subtract using dynamic input
Enter Nos
20
true
```

4)about your self

prog Enter Nos

9 1 true 5







Conclusion: Problems in PROLOG is successfully implemented