Method natural naguage:

Method logic

%method args

:- dynamic broke/0, noCook/0, moodToCook/0, haveHomework/0, guestsComing/0 , easyHomework/0 .

Options: delivery , cook

* **Preferences amongst the Options**
  + **<emptyMethodRule, { }, {delivery}>**
  + **<guestsComingRule, {** guestsComing **}, {cook, delivery}>**
  + **<moodToCookRule, {** moodToCook**}, {cook}>**
  + **<hwAndMoodToCookRule, {** haveHomework**,** moodToCook **}, { delivery }>**
  + **<hwAndMoodToCookRuleEzHw, {** haveHomework**,** easyHomework,moodToCook **}, { cook }>**
* **contractitions**
  + **<noCookRule, {noCook}, {-cook}>**
  + **<brokeRule, {broke}, {-delivery}>**
  + **<noOptionsMethod,{ noCook, broke} , {** noWayOfEating **}**

Food logic

%food args

:- dynamic noPork/0, noBeef/0, noSalad/0, healthy/0, moodForBeef/0, moodForSalad/0 , moodForMeat/0 .

Options: souvlaki, burger, salad

* **Preferences amongst the Options**
  + **<emptyFoodRule, { }, {** souvlaki **}>**
  + **<** moodForBeef**Rule, {** moodForBeef **}, {** burger **}>**
  + **<** moodForSalad**Rule, {** moodForSalad **}, {** Salad**}>**
  + **<** moodForMeat**Rule, {** moodForMeat **}, {** souvlaki,burger**}> %have both**
  + **<** moodForAllBeef**, {** moodForBeef , moodForSalad  **}, {** burger **}> %burger >salad**
  + **<** moodForAllMeat**, {** moodForSalad  **,** moodForMeat **}, {** souvlaki **}> %souvlaki >burger >salad**
* **contractitions**
  + **<** noPorkRule**, {** noPork **}, {-souvlaki}>**
  + **<** noBeefRule**, {** noBeef **}, {-**burger **}>**
  + **<** healthyRule**,{** healthy**} , {** **-souvlaki , -beef}**
  + **<** noSaladRule**,{** noSalad**} , {** salad **}**
  + **<** noOptionsFood**,{** noSalad , noBeef **,** noPork **} , {** nothingFood **}**
  + **<** noOptionsFood**,{** noSalad , healthy **} , {** nothingFood **}**