



```
Light-model.nddl Light-initial-state.nddl

#include "Light-model.nddl"
constraint lt(a, b) { a <: numeric && b <: numeric }

PlannerConfig c = new PlannerConfig(0, 100, +inf, +inf);

// Problem instance : turning the light off
LightSwitch switch1 = new LightSwitch();
LightBulb bulb1 = new LightBulb(switch1);

// At time 0
fact(bulb1.isOn);
eq(initialClock, 0);

// We want to turn the light off
goal(bulb1.isOff);
lt(0, goal1.startTime);
lt(goal1.startTime, 10);
```

