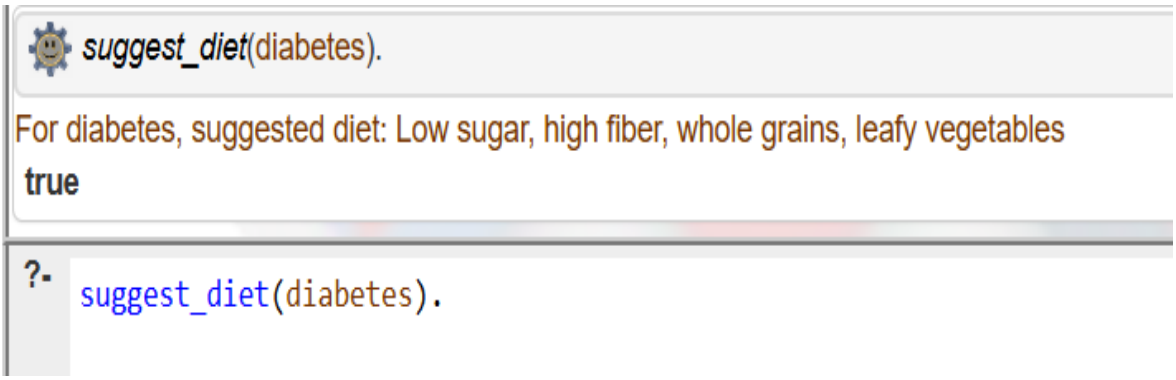
EXPERIMENT:25 Write a Prolog program to implement Monkey Banana Problem

PROGRAM:

```
% monkey(PosMonkey, PosBox, OnBox, HasBanana)


move(state(at_door, P, no, no), state(at_window, P, no, no)).

move(state(at_window, P, no, no), state(at_center, P, no, no)).

move(state(P, P, no, no), state(P, P, yes, no)). % climb box

move(state(at_center, at_center, yes, no), state(at_center, at_center, yes,
yes)). % grab banana


solve :-

   path(state(at_door, at_window, no, no), state(_, _, _, yes)).


path(State, State) :- write('Monkey has banana!'), nl.

path(State, Goal) :-

   move(State, Next),

   write(State), write(' -> '), write(Next), nl,

   path(Next, Goal).
```

OUTPUT: