

: (Prolog)  
 : - 2014-15  
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## 2:

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Java C/C++, Prolog,  
 ( void) .  
 Yes (true),  
 No (false). C , (AND) and  
 A, B Y:  
 /\* Κώδικας C \*/  
 int and(int A, int B)  
 {  
 int Y;  
 if (A==1 && B==1) Y=1;  
 else Y=0;  
 return Y;  
 }  
 Prolog , A, B, Y, Y  
 C. A B.  
 and(A,B,Y) AND:  
 and(0,0,0) .  
 and(0,1,0) .  
 and(1,0,0) .  
 and(1,1,1) .  
 AND A=1, B=0 :  
 ?- and(1,0,Y) .  
 Y = 0  
 . Prolog AND  
 . ' ,  
 ( ) and ,  
 ( . . )  
 , . .  
 ?- and(A,B,0) .  
 Y=0. Prolog :  
 A=0  
 B=0;  
 A=0  
 B=1;  
 A=1  
 B=0;  
 No  
 Prolog  
 C Java. , C 0=and(A,B)  
 (compilation).

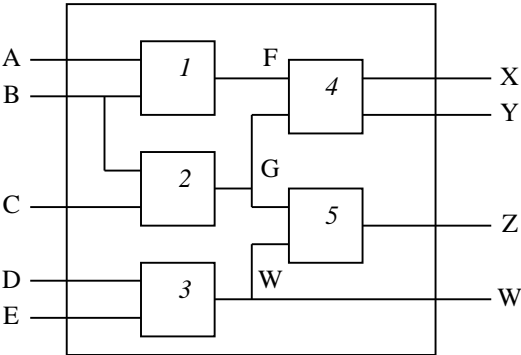
```

?- and(A,1,0).    % η δεύτερη είσοδος και η έξοδος γνωστές
?- and(0,B,1).    % η πρώτη είσοδος και η έξοδος γνωστές
?- and(A,B,Y).    % τίποτα γνωστό: δώσε τον πίνακα αληθείας

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5

(A, B, C, D, E) 4 (X, Y, X, W)



K K1, K2, K3, K4, K5.

K

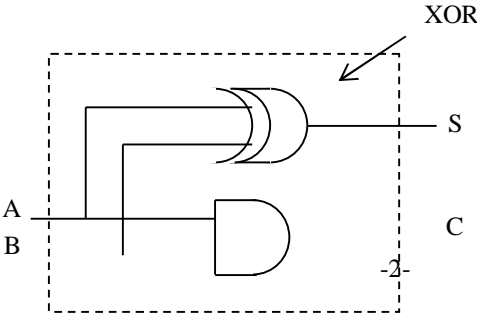
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:
k(A,B,C,D,E,X,Y,Z,W) :-
    k1(A,B,F),
    k2(B,C,G),
    k3(D,E,W),
    k4(F,G,X,Y),
    k5(G,W,Z).

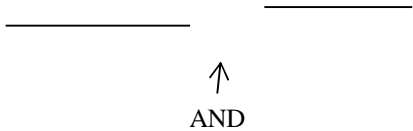
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4 ) K3 k3 () 3 (2 k () 9 (5 + )

( ) AND, OR, XOR  
( ) (Half-Adder)



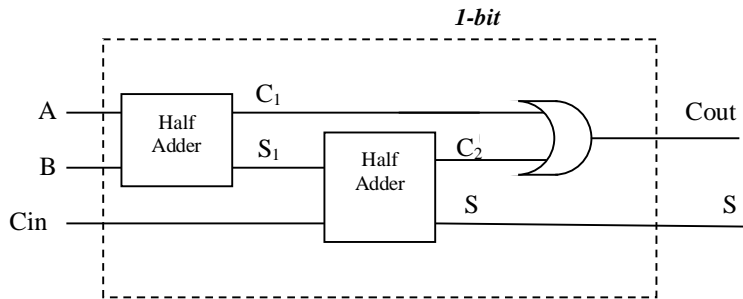
A	B	C	S
0	0	0	0
0	1	0	1
1	0	0	1



1	1	1	0
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( )

1-bit (Full Adder)



A	B	Cin	Cout	S
0	0	0	0	0
0	0	1	0	1
0	1	0	0	1
0	1	1	1	0
1	0	0	0	1
1	0	1	1	0
1	1	0	1	0
1	1	1	1	1

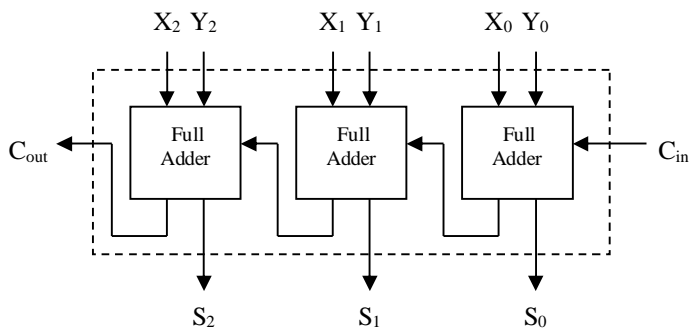
( )

3-bit

2\_ 1\_ 0      2\_ 1\_ 0  
S2\_S1\_S0

Cin

Cout.



	X2	X1	X0	
+	Y2	Y1	Y0	Cin
Cout	S2	S1	S0	
	1	0	1	
+	1	1	0	0
Cout	S2	S1	S0	

( )

;

;

	2	1	0	
+	1	1	0	Cin
	1	0	1	1

	2	1	0	
+	Y2	Y1	Y0	Cin
	1	0	1	1

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