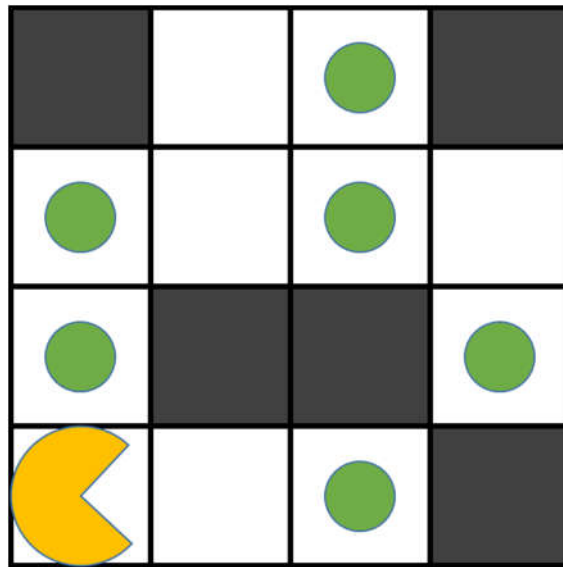# CSTE 4104: Artificial Intelligence and Neural Networks Lab

Group 1

Problem 1: Pac-Man

In the following over-simplified Pac-Man maze, the Pac-Man (yellow) should eat all the Pac-Dots (green) using minimum number of moves. Pac-Man can only move horizontally (left-right) or vertically (up-down) but not diagonally. The dark-grey blocks are obstacles and Pac-Man can't pass through them. Use a suitable algorithm to find the optimal solution.

Problem 2: Friends

Noman, Sumon and Sujohn are friends. On New Year they got different gifts (a phone, a laptop and a watch) from different relatives (father, mother or brother)

1. Noman didn't get his gift from his mother.
2. Sumon has got a phone.
3. The mother of one of them gifted him a laptop.
4. The brother didn't gift a phone.
5. Sujhon didn't get the watch.

Who got which gift from whom?

Use SWI-Prolog for solving the puzzle.