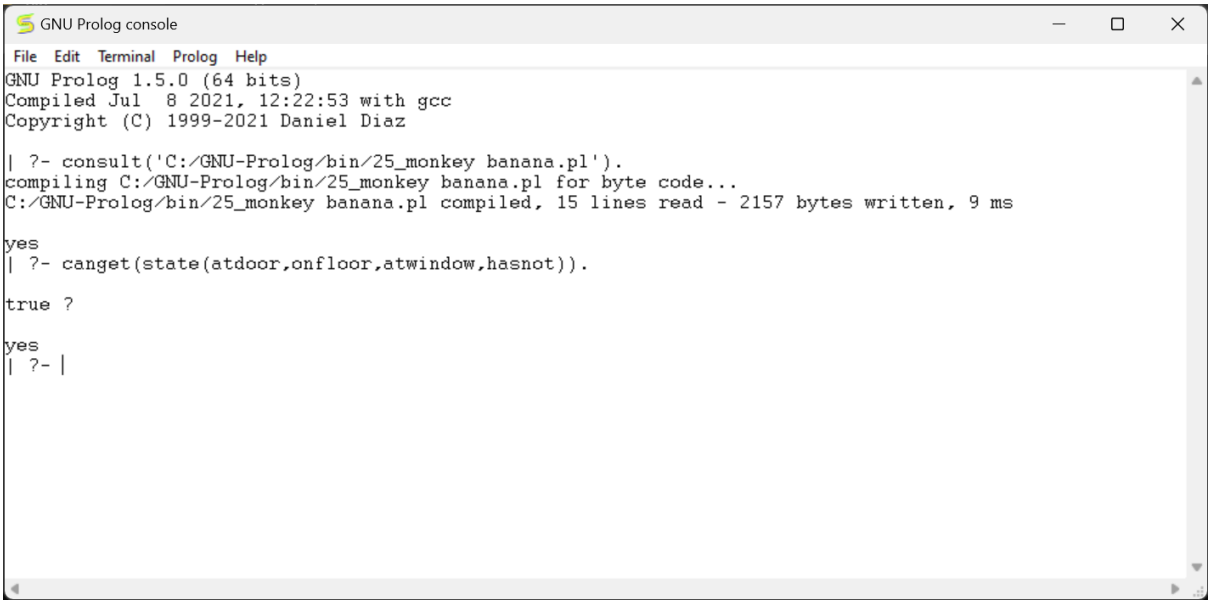
Program 25
Monkey banana problem

AIM :
To implement a prolog program to implement monkey banana problem.

PROGRAM :

```
move(state(middle,onbox,middle,hasnot),
   grasp,
   state(middle,onbox,middle,has)).
move(state(P,onfloor,P,H),
   climb,
   state(P,onbox,P,H)).
move(state(P1,onfloor,P1,H),
   drag(P1,P2),
   state(P2,onfloor,P2,H)).
move(state(P1,onfloor,B,H),
   walk(P1,P2),
   state(P2,onfloor,B,H)).
canget(state(_,_,_,has)).
canget(State1) :-
   move(State1,_,State2),
   canget(State2).
```

OUTPUT:



RESULT:
The Program has successfully been executed.