

## Program 25

### Monkey banana problem

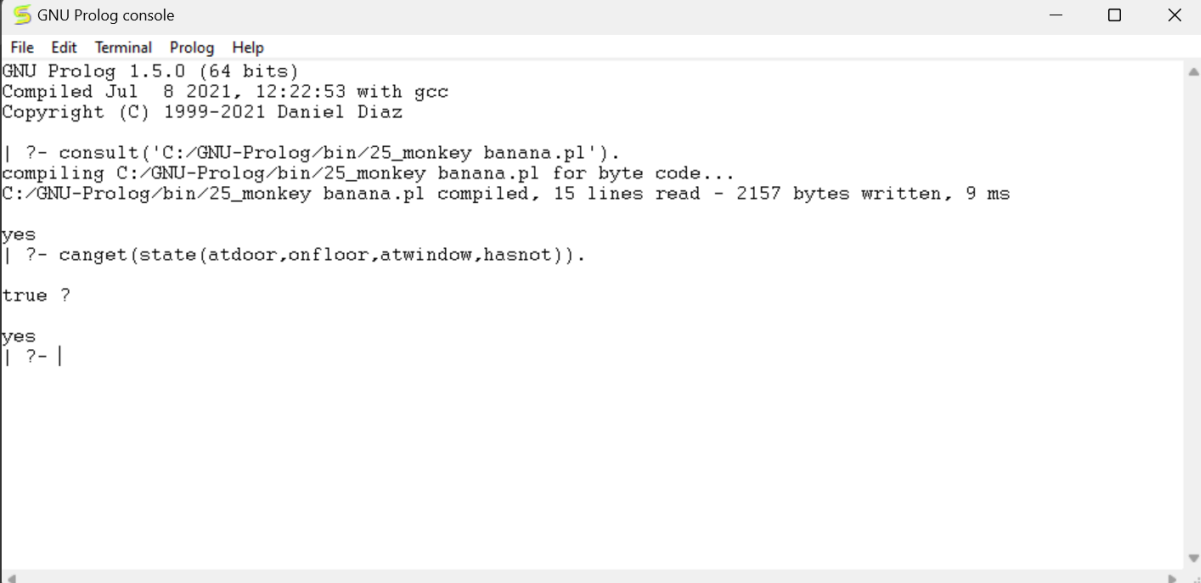
#### AIM :

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:



```
GNU Prolog console
File Edit Terminal Prolog Help
GNU Prolog 1.5.0 (64 bits)
Compiled Jul  8 2021, 12:22:53 with gcc
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| ?- consult('C:/GNU-Prolog/bin/25_monkey banana.pl').
compiling C:/GNU-Prolog/bin/25_monkey banana.pl for byte code...
C:/GNU-Prolog/bin/25_monkey banana.pl compiled, 15 lines read - 2157 bytes written, 9 ms

yes
| ?- canget(state(atdoor,onfloor,atwindow,hasnot)).

true ?

yes
| ?- |
```

#### RESULT:

The Program has successfully been executed.

