

AI:

Prolog

1. Create a new Prolog program for finding a path from one node to other, by following edges between nodes.

```
edge(1, 2).  
edge(1, 3).  
edge(2, 3).  
edge(2, 4).  
edge(3, 4).  
edge(4, 5).
```

```
path(Start, End):- edge(Start, End),Write(Start),Write(End).  
path(Start, End):- write(Start), edge(Start,temp),path(temp, End).
```

Ans: path(1,5).