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Program

```
% Colores disponibles
color(red).
color(blue).
color(yellow).
color(green).

% Dos regiones adyacentes deben tener colores distintos
adjacent(X, Y) :-
    X \= Y.

% Definición del mapa y sus adyacencias
map(A, B, C, D, E) :-
    color(A), color(B), color(C), color(D), color(E),
    adjacent(A, B), adjacent(A, D), adjacent(A, E),
    adjacent(B, C), adjacent(B, D), adjacent(B, E),
    adjacent(C, D), adjacent(C, E),
    adjacent(D, E).
```

map(A, B, C, D, E).

A = C, **C** = red,
B = blue,
D = yellow,
E = green
A = C, **C** = red,
B = blue,
D = green,
E = yellow
A = C, **C** = red,
B = yellow,
D = blue,
E = green
A = C, **C** = red,
B = yellow,
D = green,
E = blue
A = C, **C** = red,
B = green,
D = blue

?- map(A, B, C, D, E).

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```
% Colores disponibles
color(red).
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map(A, B, C, D, E) :-
    color(A), color(B), color(C), color(D), color(E),
    adjacent(A, B), adjacent(A, D), adjacent(A, E),
    adjacent(B, C), adjacent(B, D), adjacent(B, E),
    adjacent(C, D), adjacent(C, E),
    adjacent(D, E).
```

A = C, **C** = red,
B = green,
D = blue,
E = yellow
A = C, **C** = red,
B = green,
D = yellow,
E = blue
A = C, **C** = blue,
B = red,
D = yellow,
E = green
A = C, **C** = blue,
B = red,
D = green,
E = yellow
A = C, **C** = blue,
B = yellow,
D = red,
E = green

?- `map(A, B, C, D, E).`

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```
% Colores disponibles
color(red).
color(blue).
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color(green).

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adjacent(X, Y) :-
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map(A, B, C, D, E) :-
    color(A), color(B), color(C), color(D), color(E),
    adjacent(A, B), adjacent(A, D), adjacent(A, E),
    adjacent(B, C), adjacent(B, D), adjacent(B, E),
    adjacent(C, D), adjacent(C, E),
    adjacent(D, E).
```

A = C, **C** = blue,
B = yellow,
D = green,
E = red

A = C, **C** = blue,
B = green,
D = red,
E = yellow

A = C, **C** = blue,
B = green,
D = yellow,
E = red

A = C, **C** = yellow,
B = red,
D = blue,
E = green

A = C, **C** = yellow,
B = red,
D = green,
E = blue

?- `map(A, B, C, D, E).`

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Program

```
% Colores disponibles
color(red).
color(blue).
color(yellow).
color(green).

% Dos regiones adyacentes deben tener colores distintos
adjacent(X, Y) :-
    X \= Y.

% Definición del mapa y sus adyacencias
map(A, B, C, D, E) :-
    color(A), color(B), color(C), color(D), color(E),
    adjacent(A, B), adjacent(A, D), adjacent(A, E),
    adjacent(B, C), adjacent(B, D), adjacent(B, E),
    adjacent(C, D), adjacent(C, E),
    adjacent(D, E).
```

E = blue
A = C, **C** = yellow,
B = blue,
D = red,
E = green
A = C, **C** = yellow,
B = blue,
D = green,
E = red
A = C, **C** = yellow,
B = green,
D = red,
E = blue
A = C, **C** = yellow,
B = green,
D = blue,
E = red
A = C, **C** = green,
B = red,
D = blue,
E = yellow

?- `map(A, B, C, D, E).`

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```
% Colores disponibles
color(red).
color(blue).
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adjacent(X, Y) :-
    X \= Y.

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map(A, B, C, D, E) :-
    color(A), color(B), color(C), color(D), color(E),
    adjacent(A, B), adjacent(A, D), adjacent(A, E),
    adjacent(B, C), adjacent(B, D), adjacent(B, E),
    adjacent(C, D), adjacent(C, E),
    adjacent(D, E).
```

```
B = red,
D = yellow,
E = blue
A = C, C = green,
B = blue,
D = red,
E = yellow
A = C, C = green,
B = blue,
D = yellow,
E = red
A = C, C = green,
B = yellow,
D = red,
E = blue
A = C, C = green,
B = yellow,
D = blue,
E = red
false
```

```
?- map(A, B, C, D, E).
```


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