Assignment #1

Prolog: The Unification Algorithm

Note: Your submission should compile run on hercules

Using C|C++ (or any other language as long as it compiles|runs on hercules with the UNIX system), implement the unification algorithm seen in class. Your program should have the same behavior as the unify_with_occurs_check(term1,term2) build-in predicate of Gnu Prolog. term1 and term2 are 2 terms where :

- variables are in upper case letters.
- Function symbols are in lower case letters.

Examples:

```
|?- unify_with_occurs_check(a,X).

X = a

yes
| ?- unify_with_occurs_check(X,Y).

Y = X

yes
| ?- unify_with_occurs_check(X,f(Y)).

X = f(Y)

yes
| ?- unify_with_occurs_check(X,h(a,Y)).

X = h(a,Y)

yes
| ?- unify_with_occurs_check(f(f(X,Y),X),f(f(V,U),g(U,Y))).
```

$$V = g(U,U)$$

$$X = g(U,U)$$

$$Y = U$$

Hand_In

A) IF YOUR ARE SUBMITTING 1 single FILE:

- 1. Name the file containing the C|C++ (or others) code "assign1username.cpp" (or any other extension). At the top of this file add the following comments:
 - Your first name, last name and ID number,
 - instructions on how to compile your program,
 - an example on how to execute the program,
 - and other comments describing the program.
- 2. Submit your assignment using UR Courses.

B) IF YOU ARE SUBMITTING MORE THAN ONE FILE:

submit, through UR Courses, the following files in a zip file named "assign1username.zip"

- **README** (file explaining the compilation and execution of your program including the format of input and other details)
- headers (.h)
- implementations (.cc , .cpp...etc)
- the Makefile:
 - should be named "makefile"
 - the generated executable should be named: "assign1"

you can give any name to your source files. The marker will only have to execute "make" to compile your program and "assign1username" to run it.

Marking Scheme: total = 100%

- 1. Readability (program style): 20%
 - Program easy to read,
 - well commented, good structured (layout, indentation, whitespace, ...) and designed(following the top-down approach).
- 2. Compiling and execution process: 20%
 - program compiles w/o errors and warnings
 - robustness : execution w/o run time errors
- 3. Correctness: 60%
 - code produces correct results (output)