

# Prolog Tutorials

## Lab-1

### Basic Prolog Commands

A few essential commands:

**halt.**

exit Prolog (short form: control-d)

**consult(filename).**

load the file named filename.pl (note the added .pl extension). If you need some more complex name (for example with a path), put it in single quotes, for example consult('/Users/philip/squid.pl').

**[filename].**

shorthand for consult

**ls.** - see the directories.

**cd.** - change directories.

### Example 1:

The sky is blue.

The tree is green.

Computer is a machine.

Winter is cold.

Eye is black.

**Prolog programs consist of a number of clauses. A clause is always terminated by a full stop. There are two types of clause: facts and rules.**

Prolog program:

```
sky(blue).  
Tree(green).  
computer(machine).  
Winter(cold).  
Eye(black).
```

**Save the file pro1.pl extension.**

?- consult('ex1.pl').

OR

?- ['Desktop/ex1.pl'].

?- sky(blue).

?- sky(X).

X is a variable in prolog.

### Example 2:

```
dog(fido).  
cat(felix).  
animal(X):-  
    dog(X).
```

**animal(X):- dog(X).** is the rules.

### Example 3:

```
/* Animals Program 1 */  
dog(fido).  
cat(mary).  
dog(rover).  
dog(tom).  
cat(harry).  
dog(henry).  
cat(bill).  
cat(steve).  
  
animal(X):-  
    dog(X).
```

**?-dog(fido).**

**yes**

**?-dog(daisy).**

**No**

**?- dog(X).**

**pauses – user presses ;**

**?- cat(Y).**

**pauses – user presses ;**

**?- listing(dog).**

**?- listing(cat).**

### Example 4:

```
result(richard,3.5).  
result(florence,3.6).  
result(sabbir,3.8).  
result(nabil,3.7).  
get_result:-  
    write("Enter Name"),nl,  
    read(X),nl,  
    result(X,Y),nl,  
    write(Y).
```

**?- get\_result.**