1. In java, If the query (ex: routing(a,c,A) ) doesn’t have the ‘A’ (the ‘question’) and have only thing like (routing(a,c)) . The java will throw error and nothing will work
2. IN ECLIPSE PROLOG, If there’s module (that was generated by Eclipse, see below)

:- **module**(**Test\_Module**, [

]).

IF THERE’s above module code in pl. THE JAVA CANNOT query any procedure inside that file!

;

1. For the **questPathMainLoop2**(**A**,**P**) to work and the goal [**attack**,**attack**,**heal**] be actually reach (without repeating [attack] forever)

To solve the above loop problem, implementing

**lengthList**(**A**,**L**),

**L** < 5,

Into the main loop that select what action make stop the repeating of [attack] and force the Prolog to select other action.

Now the Prolog will loop start from

[attack,attack,attack], follow by

[attack,attack,attack,attack]

[attack,attack,attack,hire]

(The Prolog will loop 1st item of 3 path, then ALL item of 4th path that inherit from that 3 item path)

%----------------------Test new theory THIS WORK---------------------------

%---------------------------------------------

%questPathMainLoop([],P).

**questPathMainLoop**(**A**,**P**)

:-

% Below = loop action, but never go to P5

%

**questPathMainLoop\_Done**(**A**,**P**),

**writeToFile**(**A**,**P**).

**questPathMainLoop**(**A**,**P**)

:-

**lengthList**(**A**,**N**),

**N** < 5,

**questPathMainLoop\_Continue**(**A**,**P**).

%---------------------------------------------

%---------------------------------------------

%questPathMainLoop(A,P)

%:-

% (questPathMainLoop\_Done(A,P) -> writeToFile(A,P)

% ;questPathMainLoop\_Continue(A,P)

% ).

%---------------------------------------------

**writeToFile2**(**P**,**P**).

**questPathMainLoop\_DoneSPC**([**attack**,**attack**,**heal**],**P**).

**questPathMainLoop\_Done2**(**P**,**P**)

:-

**lengthList**(**P**,3).

**questPathMainLoop\_Done2**(**P**,**P**)

:-

**lengthList**(**P**,4).

**questPathMainLoop\_Continue2**(**A**,**P**)

:-

% Loop possible player action (player can only act 1 time, then wait until all NPC react to it and react to other NPC react too)

**lengthList**(**A**,**L**),

**L** < 4,

**questPathMainLoop\_PlayerAction2**(**A**,**P**,**A2**,**P2**),

**questPathMainLoop2**(**A2**,**P2**).

%attack template

**questPathMainLoop\_PlayerAction2**(**A**,**P**,**A2**,**P**)

:-

**append**(**A**,[**attack**],**A2**).

%Hire template

**questPathMainLoop\_PlayerAction2**(**A**,**P**,**A2**,**P**)

:-

**append**(**A**,[**hire**],**A2**).

%Heal template

**questPathMainLoop\_PlayerAction2**(**A**,**P**,**A2**,**P**)

:-

**append**(**A**,[**heal**],**A2**).

1. When use ‘make\_directory(path)’ this cannot create folder to whole the next folder (adding a/b with not create folder\_a, then folder\_b inside it, it will just throw error)

%testWriteFolder('c:/Users/user/Desktop/Prolog Test/TextPrintFromProlog/',[[a],[b],[a/b]]). % THIS IS NOT WORKING

**testWriteFolder**(**DI**,**PATH**)

:-

**last**(**PATH**,**X**),

**atomic\_list\_concat**(**X**,',',**X2**),

**atom\_concat**(**DI**,**X2**,**DI2**),

**make\_directory**(**DI2**).