% Initial conditions

at(monkey, ground). % Monkey starts on the ground

at(banana, shelf). % Banana is on the shelf

at(ladder, floor). % Ladder is on the floor

% Actions:

move(MoveableObject, From, To) :-

at(MoveableObject, From), % Move the object from the "From" location

retract(at(MoveableObject, From)), % Remove it from the current location

assert(at(MoveableObject, To)). % Place it at the "To" location

climb(MoveableObject, Location) :-

at(MoveableObject, Location),

move(MoveableObject, Location, shelf). % Monkey climbs to the shelf

get\_banana :-

at(monkey, shelf), % Monkey must be on the shelf to get the banana

at(banana, shelf), % Banana is on the shelf

write('Monkey gets the banana!').

% Goal: Getting the banana

goal :-

at(monkey, shelf), % Monkey should be on the shelf

at(banana, shelf), % Banana should be on the shelf

get\_banana. % Monkey gets the banana

output : the monkey gets the banana