# Haskell Programming Assignment: Various Computations

## **Learning Abstract**

This Prolog Programming Assignment #1 is a total of 4 tasks. In task 1 we create a knowledge base in order to color a map using 4 different colors. Task 2 introduces predicate design in which we follow along with a demo to learn thru interaction. In task 3 involves Pokémon in which we copy a knowledge base and extend it to produce a demo. Task 4 involves list processing using different demos from lesson 5. Overall the assignment is excellent practice and introduction to the Prolog Language.

**Task 1: Mindfully Mimicking the Demo**

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**Task 2: Numeric Function Definitions**

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**Demo:**

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**Task 3: Puzzlers**

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**Task 4: Recursive List Processors**

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**Demo:**

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**Task 5: List Comprehensions**

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**Task 6: Higher Order Functions**

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**Demo:**

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**Task 7: An Interesting Statistic: nPVI**

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**Demos:Text

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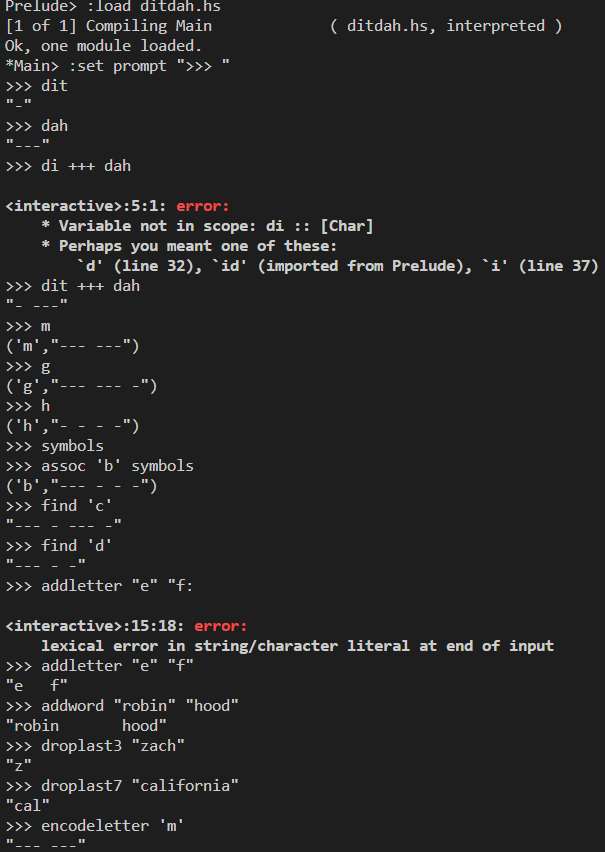
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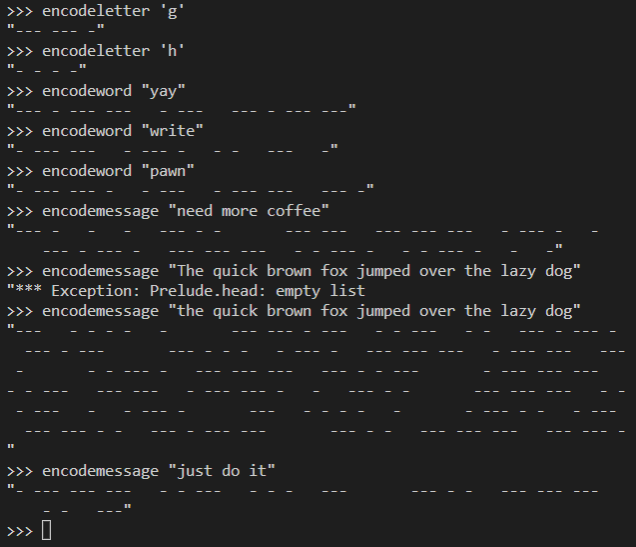
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**Task 8: Historic Code: The Dit Dah Code**

**Demos:**

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