

```
/* ancestor*/
```

```
parent(person("Bill", "male"), person("John", "male")).  
parent(person("pam", "female"), person("Bill", "male")).
```

```
ancestor(Person, Ancestor) :- parent(Person, Ancestor).  
ancestor(Person, Ancestor) :- parent(Person, P1), ancestor(P1, Ancestor).
```

goals:

```
ancestor(person("pam","female"),AA).
```

```
ancestor(person("pam","female"),AA), write("Ancestor of Pam : ", AA), nl(), fail.
```

```
/*monkey – banana*/
```

```
/* Legal moves*/
```

```
move( state( middle, onbox, middle,hasnot),  
grasp,  
state( middle, onbox, middle,has)).
```

```
move( state( P, onfloor, P, H),  
climb,  
state( P, onbox, P, H) ).
```

```
move( state( P1, onfloor, P1, H),  
push( P1, P2),  
state( P2, onfloor, P2, H) ).
```

```
move( state( P1, onfloor, B, H),  
walk( P1, P2),  
state( P2, onfloor, B, H) ).
```

```
canget( state( _ , _ , _ , has) ).
```

```
canget( State1) :-  
move( State1, Move, State2),  
canget( State2).
```

```
/*canget( state( atdoor, onfloor, atwindow, hasnot) ).*/
```