

QUESTION BANK
C10 – Prolog Programming
BCA AI – SEM 4

UNIT 1

(Marks 5)

1. Write an example program defining your family relationships?
2. What is declarative and procedural meaning of programs?
3. Write an example program defining family relationships in Ramayana?
- 4.

(Marks 10)

1. Write about Building blocks of Prolog.
2. What is recursive rule definition?
3. How Prolog answers questions?

UNIT 2

(Marks 5)

1. What is matching in Prolog computation?
2. Write about Order of clauses and goals.
3. Explain structures and lists in prolog
4. Write brief note on declarative meaning in prolog.

(Marks 10)

1. What are different Data objects in Prolog?
2. Explain declarative meaning of Prolog programs.
3. Explain procedural meaning of prolog program.
4. Explain Monkey-Banana Program
5. Write remarks on the relation between Prolog and logic

UNIT 3

(Marks 5)

1. Explain any 3 built in predicates to work with lists
2. Explain Operator Associativity
3. Write about Custom Operators for Domain-Specific Languages
4. Explain Data Abstraction in the Family with Example
5. Explain the Travel planning example.

(Marks 10)

1. Explain different operations on lists
2. Explain about permutations with example.
3. Explain the Operator notation.
4. Explain arithmetics of prolog
5. Explain about retrieving structured information from a database
6. Explain 8 Queens problem

UNIT 4

(Marks 5)

1. Explain problems with Negation and cut
2. Write about Processing files of terms
3. What is consult, reconsult in reading programs?

(Marks 10)

1. How to Prevent backtracking, Examples using cut
2. Explain Communication with files
3. Explain how the prolog Manipulates characters
4. Write briefly about constructing and decomposing atoms

UNIT 5

(Marks 5)

1. Explain how the type of terms are tested in prolog
2. Explain use of bagof, setof and findall
3. What are the Programming style to be followed

(Marks 10)

1. Explain Various kinds of equality
2. What are different Control facilities?
3. What are General principles of good programming
4. Explain how the Debugging can be done
5. What are the ways to improve Efficiency