A Simple Prolog Game
Programming Assignment #3
CSC 481 – Spring ‘10

Problem Statement
The game is a simple one: given a list of integers, figure out whether there is a hole in the sequence of the given integers and what are the values that are missing. A couple of rules:
(a) The integers given will always be greater than 0.
(b) No integer value is allowed to be repeated in the list.
(c) The integer values do not necessarily appear in order.
(d) Each list has at most one hole.
(e) You should return a list of value(s).
(f) If no hole exists, return an empty list.

For example:
?- game([3,1,4,6,5],X).
X = [ 2 ]

?- game([3,1,2,4],X).
X = [ ]

?- game([2,6,7,5],X).
X = [3,4]

Hint: the built-in predicate sort/2 (see prolog help menu) might come in handy.

Deliverables
Submit your source code and proof that your program works (for example, a screen capture of running your program with some telling examples).

Submitting your Project
Submit your work by email to hamel@cs.uri.edu by Thursday February 25th 10pm.