

## Member Predicate

Write a predicate `member/2` that takes a list as its first argument and an element as its second element. This predicate is to return true if the element appears in the list.

```
member([E_]_ ,E).  
member(_[T]_ ,E) :- member(T,E).
```

## Interaction Loops

Write a program that prompts a user for a list, then reads the list, reverses the elements of the list and then prints out the reversed list to the terminal. It then returns to prompting the user for a new list, etc.

```
interact:-  
    nl,  
    write('gimme a list> '),  
    read(X),  
    reverse(X,Y),  
    write('this is the reverse: '),  
    write(Y),  
    nl,  
    interact.
```

## A Translation Program

Write a program that takes simple English statements and translates them into German. The sentences are given as lists of words.

```
% the dictionary
lookup(logic,logik).
lookup(is,macht).
lookup(fun,spass).

% the translation procedure
translate([],[]).
translate([Word|Sentence ],German):-
    translate(Sentence,GSentence),
    lookup(Word,GWord),
    German=[GWord|GSentence ].
```

## Prolog Final Remarks

- Prolog has no explicit sequence control, the flow of control is driven by the pattern matching of the heads of the rules against the current (sub)goal statements.
- This has an effect on how we program - rather than explicit 'how to' statements we axiomatize the solution we are looking for, e.g.,
  - The length of an empty list is 0
  - The length of the overall list is the length of the rest of the list plus 1.
  - ...rather than defining explicit iterations over record structures.