Input & Output

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Overview

- Read and write terms
- Read and write characters
  - Reading English sentences
- Working with files
- Declaring operators

[ref.: Clocksin- Chap. 5]

READ

- read(X)
  - Will read the next **term** you type
  - The term must be followed by a dot, and a space or newline (enter)
  - The read term will be unified with X
    - If X is not instantiated before, it will be instantiated with the term, and success (e=[X/term])
    - If instantiated before,
      - If X can be matched with term, success.
      - If not, fail.
  - 'read' can not be re-satisfied (only once, will fail on backtracking!)

READ (cont.)

- Examples:

```
:- read(X).
12.                          entered by user, on keyboard
X = 12.

:- X=5, read(X).
12.
false.

:- read(Y).
[it, is, a, beautiful, day].
Y = [it, is, a, beautiful, day].

:- read(Z).
1+2
Z = 1+2.
```

WRITE

- write(X)
  - If X is instantiated to a term before, the term will be displayed
  - If not instantiated before, a uniquely numbered variable will be displayed
  - ‘write’ can not be re-satisfied (only once!)
- nl
  - Means “new line”
  - Writes a “new line”, all succeeding output apear on the next line of display

WRITE (cont.)

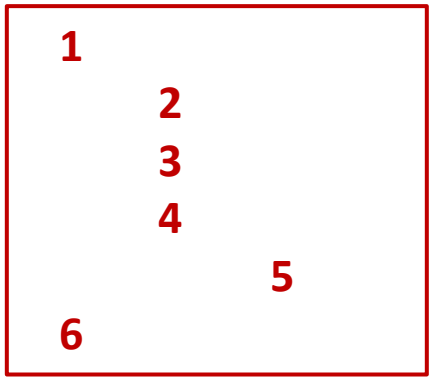
- Examples

```
:- write ([‘Hello’, world]).
[Hello, world]
true.

:- X is 4+4, write(X).
8
X=8.

:- write(X).
_G248.
true.
```

Vine diagram (pretty print)

- Indentation for nested lists

  pp([1, [2,3], [4, [5]], 6], 0)




```
spaces(0) :- !.
spaces(N) :- write(' '), N1 is N -1, spaces(N1).

pp([H|T], I) :- !, J is I+3, pp(H, J), ppx(T, J).
pp(X, I) :- spaces(I), write(X), nl.

ppx([], _).
ppx([H|T], I) :- pp(H, I), ppx(T, I).
```

Printing lists

```
:- write([‘Good’, morning, ‘!’]).
[Good, morning, !]
```

- Write a list w/o the commas and []

```
:- phh([‘Good’, morning, ‘!’]).
Good morning !

phh([]):- nl.
phh([H|T]) :- write(H), spaces(1), phh(T).
```

Read/Write characters

- get_char(X)
  - Similar to ‘read’, but reads only one character
  - Press ‘Enter’ after input, so it will be available to Prolog
- put_char(X)
  - Similar to ‘write’, but writes only one character
- Example:

```
:- get_char(X), put_char(X).
M                entered by user
M
X = ‘M’.
```

Reading English Sentences

- Read in characters, write them out again, until a '.' is read:

```
go :- do_a_char, go.
do_a_char :- get_char(X), put_char(X), X='.', !, fail.
do_a_char .

:- go.
I am feeling great.
I am feeling great.
```

Reading English Sentences (cont.)

- Same as previous example, but don’t write out ‘.’:

```
go :- do_a_char, go.

do_a_char :- get_char(X), X= '.', !, fail.
do_a_char :- put_char(X).

:- go.
I am feeling great.
Error! put_char argument not instantiated!
```

Reading English Sentences (cont.)

- How about this code?

```
go :- do_a_char, go.

do_a_char :- get_char(X), X= '.', !, fail.
do_a_char :- get_char(X), put_char(X).

:- go.
I am feeling great.
 mfeigget
```

Once a character has been read from the terminal, if not saved, it will be gone forever, can never get hold of it again!

Reading English Sentences (cont.)

- Get hold of the character:

```
go :- get_char(X), get_more(X).

get_more('.') :- !, fail.
get_more(X) :- put_char(X), get_char(Next), get_more(Next).

:- go.
I am feeling great.
I am feeling great
```

Another Example

- Read in characters, write them out again, until a '.' is read. Convert 'a's to 'A's. Convert '.' to '!'.

```
go :- get_char(X), get_more(X).

get_more('.') :- !, put_char('!'), fail.
get_more(a) :- !, put_char('A') ,
                                get_char(Next), get_more(Next).
get_more(X) :- put_char(X), get_char(Next), get_more(Next).

:- go.
I am feeling great.
I Am feeling greAt!
```

Read/Write Files

- Input streams
  - Keyboard
    - Prolog name: ‘user_input’,
    - It is the default input stream
  - A file (opened for reading)
- Output streams
  - Display
    - Prolog name: ‘user_output’
    - It is the default output stream
  - A file (opened for writing)
- The same predicates can be used for file streams:
  - read, write, get_char, put_char, nl

Open & Close I/O Streams

- Open a stream
  open(Filename, Mode, Stream)
  - Filename: name of the file
  - Mode: one of read, write, append, update
  - Stream: the stream that has been opened

  Examples:
  open('myfile.txt', read, X)
  open('output.txt', write, X)

- Close a stream
  close(X)

Current Streams

- Determine what is the current input/output

  current_input(Stream)
  current_output(Stream)

  - Instantiate their argument to the name of the current input/output stream

- Changing the current input/output

  set_input(Stream)
  set_output(Stream)

  - Set the current stream to the named stream specified by the argument
  - The argument can be *user_input* / *user_output*

Templates

```
program :-
        open('input.txt', read, X),
        current_input(S),
        set_input(X),
        code_reading,
        close(X),
        set_input(S).
```

```
program :-
        open('output.txt', write, X),
        current_output(S),
        set_output(X),
        code_writing,
        close(X),
        set_output(S).
```

Edinburgh Prolog Edition

```
program :-
        see('input.txt'),
        code_reading,
        seen.
```

```
program :-
        tell('output.txt'),
        code_writing,
        told.
```

- Question: Does '*seen*' set the input stream to the previous current stream?

  Try :-help(seen). to find answer.

Example

- Write copyfile(SrcFile, DstFile) which copies a SrcFile to DstFile one character at a time:

```
copyfile(SrcFile, DstFile) :-
                open(SrcFile, read, X), open(DstFile, write, Y),
                current_input(SI),  current_output(SO),
                set_input(X),  set_output(Y),
                read_write_code,
                close(X), close(Y),
                set_input(SI),  set_output(SO).

read_write_code :- get_char(X), get_more(X).
get_more(end_of_file):- !.
get_more(X):- put_char(X), get_char(X2), get_more(X2).
```

Read program files

- Reading program from a file

  :- consult(‘mycode.pl’).

  or

  :- [‘mycode.pl’].

- Consulting several files:

  :- consult(file1), consult(‘file2.pl’), consult(‘c:\\pl\\file3.txt’).

  or

  :- [file1, ‘file2.pl’, ‘c:\\pl\\file3.txt’].

More on reading terms

- Examples:

```
:- read(X).
3 + 4.
X= 3+4.

:- read(X).
3 + .
Error! Unbalanced operator.
```

How does Prolog know?

Terms (reminder)

- Term
  - Constants
  - Variables
  - Functors applied to arguments
  - Operators and their arguments

- Examples:

  :- read(X).

  We can type in:

  8. a. myatom. 'GOOD'.

  Myvariable. X.

  +(3,4). 3+4.

Operators (reminder)

- Operators
  - To make some functors easier to use, e.g. instead of +(3,4) we can write 3+4 (Important: it is not the same as 7)
  - Position
    - prefix, infix, or postfix, e.g. \+ true, 2*5, 7!
  - Precedence
    - An integer associated with each operator, the closer to 1, the higher the precedence
    - e.g. multiplication has a higher precedence than addition, a+b*c is +(a, *(b,c))
  - Associativity
    - Left or right
    - All arithmetic operators left associative
    - e.g. 8/4/4 is (8/4)/4

Declaring operators

- An operator is declared by a goal:
  :- op(Precedence, Specifier, Name).

  For example:
  :- op(1000, xf, myop).
  :- op(500, yfx, '+').
  :- op(400, yfx, '*').
  :- op(900, fy, '\+').

- Precedence:
  an integer between 1 and 1200, lower values, higher priority
- Name:
  the operator's name
- Specifier:
  specifies position and associativity
  valid specifiers: fx, fy, xfx, xfy, yfx, yfy, xf, yf

Operator specifiers

- Operator position:
  - Prefix: fx, fy
  - Postfix: xf, yf
  - Infix: xfx, xfy, yfx, yfy
- Operator associativity
  - x

    on this position a term with precedence class strictly lower to the precedence of the operator should occur
  - y

    on this position a term with precedence class lower or equal to the precedence of the operator should occur

Example (1)

- Operator + is defined as yfx

  a + b + c

  (a + b) + c or a + (b + c)

  Argument containing an operator with the same precedence

  yfx → the argument on the right can not have the same precedence!

  Therefore a + b + c is interpreted as (a + b) + c
  (**left associative**)

Example (2)

- What is the specifier for ‘not’ if we want to allow:

  not not a

  Prefix → fx or fy

  We want ‘not not a’ to be interpreted as ‘not (not a)’

  Argument containing an operator with the same precedence

  Therefore the specifier is fy