## Research output for the designing of commonsense programming language for the views of Logtalk

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## <u>Abstract</u>

Logtalk may be defined as a multi-paradigm language that helps logic application, item-orientated programming, and event-pushed programming. However, Logtalk purpose turned into no longer to best guide those programming paradigms but to combine them. The mixing changed into made by using; first, reinterpreting item standards within the context of logic programming and, 2nd, via reinterpreting event concepts inside the context of item-orientated programming. The prolog is a niche language. There are, of course, many reasons for the present day country of good judgment programming in general, and Prolog specially. Although, sociologic and political motives aside, Prolog technical handicaps, together with the inexistence of popular libraries, popular foreign language interfaces, and powerful encapsulation mechanisms, make it an uphill battle to apply the language and the good judgment programming paradigm for coaching, discovering, or business software program development.

This starts off evolved via evaluating Logtalk as a Prolog item-orientated extension and as an interpreter, interactive object-orientated programming language. Secondly, the relevance of occasion-driven programming within the context of item oriented languages is described. Thirdly, class-primarily based composition, and its assist for issue-based programming, is summarized. Fourthly, Logtalk native assist for mirrored image is tested. Then, the Logtalk help for automated software documentation is supplied. Next, the experience of the use of Logtalk in the school room is described, followed with the aid of a few information at the Logtalk distribution numbers. Ultimately, the roadmap for destiny improvement is provided.

**Key Word:** Logtalk, Roadmap, Logic programming, Prolog technical, item-orientated programming, event-pushed programming.