Rule I1   If   the animal has hair
           then it is a mammal

Rule I2   If   the animal gives milk
           then it is a mammal

Rule I3   If   the animal has feathers
           then it is a bird

Rule I4   If   the animal flies
                 it lays eggs
           then it is a bird

Rule I5   If   the animal is a mammal
                 it eats meat
           then it is a carnivore

Rule I6   If   the animal is a mammal
                 it has pointed teeth
                 it has claws
                 its eyes point forward
           then it is a carnivore

Rule I7   If   the animal is a mammal
                 it has hoofs
           then it is an ungulate

Rule I8   If   the animal is a mammal
                 it chews cud
           then it is an ungulate
                 it is even-toed

Rule I9   If   the animal is a carnivore
                 it has a tawny color
                 it has dark spots
           then it is a cheetah

Rule I10   If   the animal is a carnivore
                 it has a tawny color
                 it has black strips
           then it is a tiger

Rule I11   If   the animal is an ungulate
                 it has long legs
                 it has a long neck
                 it has a tawny color
                 it has dark spots
           then it is a giraffe

Rule I12   If   the animal is an ungulate
                 it has a white color
                 it has black stripes
           then it is a zebra

Rule I13   If   the animal is a bird
                 it does not fly
                 it has long legs
                 it has a long neck
                 it is black and white
           then it is an ostrich

Rule I14   If   the animal is a bird
                 it does not fly
                 it swims
                 it is black and white
           then it is a penguin

Rule I15   If   the animal is a bird
                 it is a good flyer
           then it is an albatross

OPS5:

```
(P RuleI1
 (animal ^covering hair) ->
   (modify 1 ^name mammal))
```

Eg. OPS5 make:
(animal ^name ^covering ^gives ^type ^mobility ^color ...)

Prolog:
mammal (x):- covering (x, hair).
carnivore (x):- mammal(x), eats (x, meat).