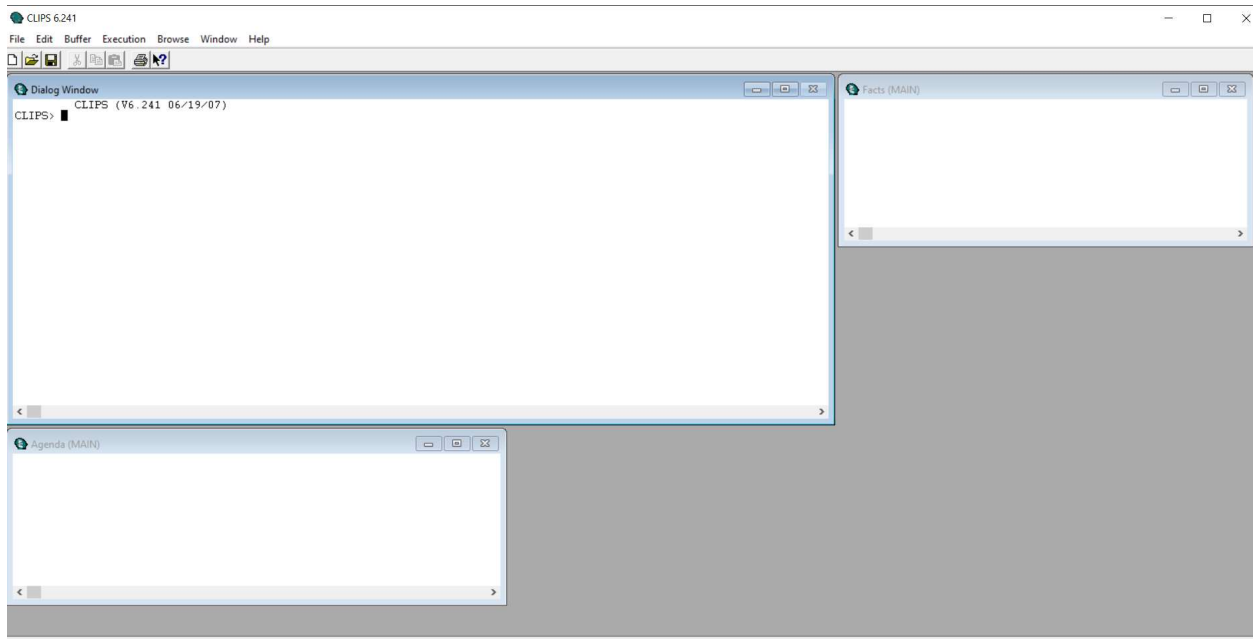CLIPS

CLIPS is an acronym for C Language Integrated Production System and is en environment in which one can develop Expert Systems.

The GUI that will appear when launching the CLIPSwin.exe program shows just the dialog window. I also opened another 2 from the windows menu. Also the users will open a new editorwindow for each of their expert system. This can be found in the **File menu -> New**

Also there's a button, the leftmost from the row below the menues that looks like an empty white page.

How do we work with it?

Step 1) Open an editor window and write there your code. Save it with the default .clp extension. Do that often to protect your work from crashes.

Step 2) Once we have done something at step 1 (I said it like that because it might not be final or it might have errors) we can load it into CLIPS. We use the 3 options that we have in the **Buffer menu**

The most used is **Load buffer.** Be aware that before accessing the menu, the editor window should have the focus.

Step 3) From the **Execution menu**, we will use the **Reset** option. This one will bring all the facts loaded at step 2 into the working memory. It will also erase the old ones from there. Without this Reset we cannot run the system

Step 4) From the **Execution menu** we will now use the **Run** option to run the system.

Step 4b) sometimes we want to runt the system one step at a time, and then we will (repeatedly) use the **Step** option from the same **Execution menu**