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%%% FILE: gv1.pro
%%% TYPE: Prolog source
%%% Line: very simple global variable ADT
%%% Date: 9/23/17

%% Essential functionality

declare(Var, Val) :-
    retract(binding(Var, _)),
    assert(binding(Var, Val)).
declare(Var, Val) :-
    assert(binding(Var, Val)).

bind(Variiable, Value) :-
    retract(binding(Variiable, _)),
    assert(binding(Variiable, Value)).

valueOf(Variiable, Value) :-
    binding(Variiable, Value).

undeclare(Var) :-
    retract(binding(Var, _)).


%%binding display functionality

displayBindings :-
    binding(Variiable, Value),
    write(Variiable), write(->), write(Value), nl, fail.
displayBindings.

%%Arithmetic operator functionality

inc(Variiable) :-
    retract(binding(Variiable, Value)),
    NewValue is Value + 1,
    assert(binding(Variiable, NewValue)).

dec(Variiable) :-
    retract(binding(Variiable, Value)),
    NewValue is Value - 1,
    assert(binding(Variiable, NewValue)).

add(Variiable, Number) :-
    retract(binding(Variiable, Value)),
    NewValue is Value + Number,
    assert(binding(Variiable, NewValue)).

sub(Variiable, Number) :-
    retract(binding(Variiable, Value)),
    NewValue is Value - Number,
    assert(binding(Variiable, NewValue)).

mul(Variiable, Number) :-
    retract(binding(Variiable, Value)),

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NewValue is Value * Number,  
assert(binding(Variable, NewValue)).  
  
div(Variable, Number) :-  
    retract(binding(Variable, Value)),  
    NewValue is Value / Number,  
    assert(binding(Variable, NewValue)).
```