View | Unit | Goal | Start | Quit

Goal

provable_guilty(a_object=take_away(agent=person[name=>'Mary'],object=h

View

lex_superior

Debate History

()

Pose | Notice | Cancel | Finish | Justify | End

Status

Issue

Argument

```
used rule: (criminalLaw00)

0 .            (provable_guilty)((a_object)=(take_away)((agent)=(person
1 .             (take_away)((agent)=(person)[name=>"Mary"],(object)=(ha
2 .             (related_crime)((a_object)=(take_away)((agent)=(person)
3 .             (punishable)((a_object)=(take_away)((agent)=(person)[na
4 .              (satisfied_condition_of_crime)((a_object)=(take_away)(
5 .               (take_away)((agent)=(person)[name=>"Mary"],(object)=(
6 .               (is_stealing)((a_object)=(take_away)((agent)=(person)
7 .                (has_occupied)((a_object)=(person)[name=>"Jane"],(ob
8 .                (take_away)((agent)=(person)[name=>"Mary"],(object)=
9 .                (recognize)((a_object)=(person)[name=>"Mary"],(objec
10.                 (recognize)((a_object)=(person)[name=>"Mary"],(obje
11.                  (mistake)((agent)=(person)[name=>"Mary"],(object)=
12.                 (take_away)((agent)=(person)[name=>"Mary"],(object)
13.  <  5(0)       (with_criminal_intent)((a_object)=(person)[name=>"Mar
14.                (take_away)((agent)=(person)[name=>"Mary"],(object)=
15.              not -(punishable)((a_object)=(take_away)((agent)=(pers
```

Backward | Forward | Next | Previous | Focus | Jump | ClaimList | Explain