Solving vacuum cleaner.

CODE:class VacuumCleanerAgent:

```
def init (self):
        self.rooms = {'Room A': 0, 'Room B': 0}
   def display status(self):
       print("\nCurrent Room:", self.current room)
       print("Room Status:", self.rooms)
   def clean room(self):
            print(f"\nCleaning {self.current room}...")
            self.rooms[self.current room] = 1
            print(f"{self.current room} is now clean.")
       else:
            print(f"\n{self.current room} is already clean.")
   def move to next room(self):
        if self.current room == 'Room A':
            self.current room = 'Room B'
            print("\nMoving to Room B.")
       elif self.current room == 'Room B':
            print("\nMoving to Room A.")
       return all(status == 1 for status in self.rooms.values())
agent = VacuumCleanerAgent()
while not agent.are all rooms clean():
   agent.display status()
   user input = input("Enter action (clean/move/clean and move):
").lower()
```

```
if user_input == 'clean':
    agent.clean_room()
elif user_input == 'move':
    agent.move_to_next_room()
elif user_input == 'clean and move':
    agent.clean_room()
    if not agent.are_all_rooms_clean():
        agent.move_to_next_room()
else:
    print("\nInvalid input. Please enter 'clean', 'move', or 'clean and move'.")
print("\nAll rooms are clean! Simulation finished.")
```

```
Current Room: Room A
Room Status: {'Room A': 0, 'Room B': 0}
Enter action (clean/move/clean and move): clean

Cleaning Room A...
Room A is now clean.

Current Room: Room A
Room Status: {'Room A': 1, 'Room B': 0}

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```