

#Aim: To write a python code for 8 puzzle problem

```
import copy
```

```
from heapq import heappush, heappop
```

```
n = 3
```

```
rows = [ 1, 0, -1, 0 ]
```

```
cols = [ 0, -1, 0, 1 ]
```

```
class priorityQueue:
```

```
    def __init__(self):  
        self.heap = []
```

```
    def push(self, key):  
        heappush(self.heap, key)
```

```
    def pop(self):  
        return heappop(self.heap)
```

```
    def empty(self):  
        if not self.heap:  
            return True  
        else:  
            return False
```

```
class nodes:
```

```
    def __init__(self, parent, mats, empty_tile_posi,  
                  costs, levels):
```

```
        self.parent = parent
```

```
        self.mats = mats
```

```
        self.empty_tile_posi = empty_tile_posi
```

```
        self.costs = costs
```

```

        self.levels = levels

    def __lt__(self, nxt):
        return self.costs < nxt.costs

def calculateCosts(mats, final) -> int:

    count = 0
    for i in range(n):
        for j in range(n):
            if ((mats[i][j]) and
                (mats[i][j] != final[i][j])):
                count += 1

    return count

def newNodes(mats, empty_tile_posi, new_empty_tile_posi,
            levels, parent, final) -> nodes:

    new_mats = copy.deepcopy(mats)

    x1 = empty_tile_posi[0]
    y1 = empty_tile_posi[1]
    x2 = new_empty_tile_posi[0]
    y2 = new_empty_tile_posi[1]
    new_mats[x1][y1], new_mats[x2][y2] = new_mats[x2][y2],
    new_mats[x1][y1]

    costs = calculateCosts(new_mats, final)

    new_nodes = nodes(parent, new_mats, new_empty_tile_posi,
                      costs, levels)
    return new_nodes

def printMatsrix(mats):

    for i in range(n):
        for j in range(n):
            print("%d " % (mats[i][j]), end = " ")

        print()

```

```

def isSafe(x, y):

    return x >= 0 and x < n and y >= 0 and y < n

def printPath(root):

    if root == None:
        return

    printPath(root.parent)
    printMatrix(root.mats)
    print()

def solve(initial, empty_tile_posi, final):

    pq = priorityQueue()

    costs = calculateCosts(initial, final)
    root = nodes(None, initial,
                  empty_tile_posi, costs, 0)

    pq.push(root)

    while not pq.empty():

        minimum = pq.pop()
        if minimum.costs == 0:

            printPath(minimum)
            return

        for i in range(n):
            new_tile_posi = [
                minimum.empty_tile_posi[0] + rows[i],
                minimum.empty_tile_posi[1] + cols[i], ]

            if isSafe(new_tile_posi[0], new_tile_posi[1]):

                child = newNodes(minimum.mats,
                                minimum.empty_tile_posi,
                                new_tile_posi,

```

```
minimum.levels + 1,  
minimum, final,)
```

```
pq.push(child)
```

```
initial = [ [ 1, 2, 3 ],  
            [ 5, 6, 0 ],  
            [ 7, 8, 4 ] ]
```

```
final = [ [ 1, 2, 3 ],  
          [ 5, 8, 6 ],  
          [ 0, 7, 4 ] ]
```

```
empty_tile_posi = [ 1, 2 ]
```

```
solve(initial, empty_tile_posi, final)
```

```
Step 18: Move Right (Cost: 17)
```

```
1 2 3
```

```
4 5 0
```

```
7 8 6
```

```
Step 19: Move Down (Cost: 18)
```

```
1 2 3
```

```
4 5 6
```

```
7 8 0
```

```
Total Cost: 18
```

```
Process finished with exit code 0
```