States: Location of each tile on the board

Ex: { {12,1,2,15} {11,6,5,8} {7,10,9,4} {0,13,14,3} }

The outer Array represents the rows.

The inner Array represents the column.

The numbers represent the value of each square.

The number 0 represents the blank tile.

Actions: Switch the blank tile with an adjacent tile. Up, Left, Right, Down.

Goal Test: Check if the Tiles are ordered:

finale State is equal to: { {1,2,3,4} {5,6,7,8} {9,10,11,12} {13,14,15,0} }

Path cost: Each step is 1 move.