

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/Vaccum Cleaner.py"
Environment A is dirty.
Percept: ('loc_a', 'suck')
Environment A is clean
After suck: 1
Percept: ('loc_a', 'right')
After moving\ right 2
-----
Environment B is dirty.
Percept: ('loc_b', 'suck')
Environment B is clean
After suck: 3
Percept: ('loc_b', 'left')
After moving left 4
-----
Since both rooms are clean, agent goes inactive
PS D:\files\AI Biplab Shing Rathour> █
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/BFS.PY"
```

```
BFS:
```

```
A B C D E F
```

```
PS D:\files\AI Biplab Shing Rathour> 
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/DFS.py"
DFS:
A B D E F C
PS D:\files\AI Biplab Shing Rathour> 
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/UCS.py"
Goal found!
Path: A -> B -> E -> G
Total cost: 13
PS D:\files\AI Biplab Shing Rathour> 
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/GFS.py"
Goal found!
Path: A -> B -> E -> G
PS D:\files\AI Biplab Shing Rathour> █
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/Astar.py"
Path found: ['A', 'E', 'D', 'G']
PS D:\files\AI Biplab Shing Rathour> 
```

```
PS D:\files\AI Biplab Shing Rathour> & "C:/Program Files/Python311/python.exe" "d:/files/AI Biplab Shing Rathour/minmax.py"
3.0
The optimal value is : 12
PS D:\files\AI Biplab Shing Rathour> █
```