Misplaced tiles

```
function A STAR 8_puzzle (Start_State, goal_State):
    goal_Not
        open_list = priorityQueue()
        Closed_list = set()
        Start_node = Node(Start_State, g=0, h=Misplaced_tiles
                                (Start_state, goal_state))
        open_list.push(Start node)
        while open_list is not empty:
            current_node = open_list.pop()
            if current_node.State == goal.State:
                return Reconstruct_path (current_node)
            closed list.add ( current_node.state)
            for neighbor in Get_Neighbors (current_node):
                if neighbor.State in Closed_list:
                    continue
                neighbor.g = current_node.g + 1
                neighbor.h = misplaced_Tiles
                neighbor.f = neighbor.g + neighbor.h
                if neighbor.State not in open_list or
                    neighbor.f < open_list.get_f-value(neighb
                    open_list.push(neighbor)
        return "NO Sowtion found"

function Get_Neighbors(node):
    neighbors = []
    (x,y) = FIND_BLANK(node.State)
    directions = ["up", "down", "left", "Right"]
    for each direction in directions:
        if Valid move (direction, x, y):
            new_state = Swaptiles (node.State, blank_position
                                , new_position)
```