Vacuum Cleaner Agent

Algorithm

Vacuum_world():
   initialize the goal state has A:0, B:0
   initialize cost = 0

   take location_input
   take status_input
   take complement_status_input

   print(inital location condition)

   if location_input == 'A' then
     print(vaccum placed in Location A)
     if status_input == 1 then
      print(location A is Dirty)
      goal state ['A'] = '0'
      cost += 1
      print(Cost for Cleaning A)
      print(location A has been cleaned)
      if Complement_status_input == 1 then
       print location B is Empty
       print Moving right to location B.
       cost += 1
       print cost for moving cleaning B
       then make goal state ['B'] = '0'
       cost += 1
       print cost for Sucking
       print location B is cleaned

Else do
    print No action
    print Location B is already clean"

Else do
    print Vacuum is placed in location B
    if Status input == '1' do
        print location B is Dirty
        goal_state['B'] = '0'
        cost += 1
        print cost for cleaning
        print location B is cleaned

        if complement status input == 1 do
            print location A is dirty
            print moving to left of location A
            cost += 1
            print cost of moving
            goal_state['A'] = '0'
            cost += 1
            print cost for cleaning
            print location A is cleaned
        Else do
            print location A is already clean

        Else do
            print location B is already clean."
        if complement input == 1 do
            print location A is Dirty
            print Moving LEFT to location A
            cost += 1
            print cost for Moving Left

goal-state ['A'] = 'o'
cost += 1
print cost for suck
print location A has been cleaned
Else do
Print No action
Print location A is already clean

print Goal state
print performance Measure