```
            neighbors.add(Node(new_state, parent=node,
                                move=direction))
        return neighbors

function Reconstruct_path(node):
    path = []
    While node.parent is not null:
        path.append(node.move)
        node = node.parent
    return reverse(path)

function Misplaced_Tiles(state, goal_State):
    count=0
    for i in range(3):
        for j in range(3):
            if State[i][j]!=0 and State[i][j]!=goal_state[i]
                count+=1
    Return count
```