

```
import heapq
```

```
# Define the state class to represent the current state of the jugs
```

```
class State:
```

```
    def __init__(self, jug1, jug2, parent=None, action="Initial"):
```

```
        self.jug1 = jug1
```

```
        self.jug2 = jug2
```

```
        self.parent = parent
```

```
        self.action = action
```

```
        self.g = 0
```

```
        if parent:
```

```
            self.g = parent.g + 1
```

```
    def __lt__(self, other):
```

```
        h_self = min(abs(self.jug1 - target), abs(self.jug2 - target))
```

```
        h_other = min(abs(other.jug1 - target), abs(other.jug2 - target))
```

```
        return (self.g + h_self) < (other.g + h_other)
```

```
    def __eq__(self, other):
```

```
        return self.jug1 == other.jug1 and self.jug2 == other.jug2
```

```
    def __hash__(self):
```

```
        return hash((self.jug1, self.jug2))
```

```
# A* algorithm
```

```
def solve_water_jug_problem(capacity1, capacity2, target):
```

```
    initial_state = State(0, 0)
```

```
    open_list = []
```

```
    heapq.heappush(open_list, initial_state)
```

```
    closed_set = set()
```

```
    while open_list:
```

```
        current_state = heapq.heappop(open_list)
```

```
        if current_state.jug1 == target or current_state.jug2 == target:
```

```
            path = []
```

```
            while current_state.parent:
```

```
                path.append(current_state.action)
```

```

        current_state = current_state.parent

    path.reverse()
    return path

if (current_state.jug1, current_state.jug2) in closed_set:
    continue

closed_set.add((current_state.jug1, current_state.jug2))

# Fill jug1
if current_state.jug1 < capacity1:
    heapq.heappush(open_list,
        State(capacity1, current_state.jug2, current_state,
            "Fill jug1 Completely"))

# Fill jug2
if current_state.jug2 < capacity2:
    heapq.heappush(open_list,
        State(current_state.jug1, capacity2, current_state,
            "Fill jug2 Completely"))

# Empty jug1
if current_state.jug1 > 0:
    heapq.heappush(open_list,
        State(0, current_state.jug2, current_state,
            "Empty jug1"))

# Empty jug2
if current_state.jug2 > 0:
    heapq.heappush(open_list,
        State(current_state.jug1, 0, current_state,
            "Empty jug2"))

# Pour jug1 to jug2
if current_state.jug1 > 0 and current_state.jug2 < capacity2:

    pour = min(current_state.jug1, capacity2 - current_state.jug2)

```

```

        heapq.heappush(open_list,
                        State(current_state.jug1 - pour,
                              current_state.jug2 + pour,
                              current_state,
                              f'Pour jug1 to jug2 ({pour}L)'))

    # Pour jug2 to jug1
    if current_state.jug2 > 0 and current_state.jug1 < capacity1:

        pour = min(current_state.jug2, capacity1 - current_state.jug1)

        heapq.heappush(open_list,
                        State(current_state.jug1 + pour,
                              current_state.jug2 - pour,
                              current_state,
                              f'Pour jug2 to jug1 ({pour}L)'))

    return None

# Main
def main():

    global target

    capacity1 = 4
    capacity2 = 3
    target = 2

    solution = solve_water_jug_problem(capacity1, capacity2, target)

    if solution:

        print("Solution found in", len(solution), "steps")

        for i, step in enumerate(solution, 1):
            print("Step", i, ":", step)

    else:
        print("No solution found")

if __name__ == "__main__":

```

main()

## **Output:**

Solution found in 4 steps

Step 1 : Fill jug2 Completely

Step 2 : Pour jug2 to jug1 (3L)

Step 3 : Fill jug2 Completely

Step 4 : Pour jug2 to jug1 (1L)

=== Code Execution Successful ===