

Solve the eight puzzle problem using Breadth First Search [1], Depth First Search [2], Depth Limited Search [3] and Iterative Deepening Search [4] similar to the test in the testAStarSearch() function [5]. The initial state will also be like in the testAStarSearch() function of [5]. Examine the related classes about agent, environment and search packages in [6]. Compare the nodes expanded and path cost values in a table.

[1] <https://github.com/aimacode/aima-java/blob/AIMA3e/aima-core/src/test/java/aima/test/core/unit/search/uninformed/BreadthFirstSearchTest.java>

[2] <https://github.com/aimacode/aima-java/blob/AIMA3e/aima-core/src/test/java/aima/test/core/unit/search/uninformed/DepthFirstSearchTest.java>

[3] <https://github.com/aimacode/aima-java/blob/AIMA3e/aima-core/src/test/java/aima/test/core/unit/search/uninformed/DepthLimitedSearchTest.java>

[4] <https://github.com/aimacode/aima-java/blob/AIMA3e/aima-core/src/test/java/aima/test/core/unit/search/uninformed/IterativeDeepeningSearchTest.java>

[5] <https://github.com/aimacode/aima-java/blob/AIMA3e/aima-core/src/test/java/aima/test/core/unit/search/informed/AStarSearchTest.java>

[6] <https://github.com/aimacode/aima-java/tree/AIMA3e/aima-core/src/main/java/aima/core>