a landana	
8/12/2021	105-5
-	> 8 Puzzle problem using Herative Despening Stary
	Alganithm!
(1)	Node (data, level): instalize node with puzzle
	state & level.
(2)	Piggro def puzzle:
	→ accept (1) ← start & goal state
	-> accept () < start & goal state -> d(s() (Mode, goal, depth) & perform dls
(3)	oxso: def DLS . (mode, goal, deptn)
	9f (Cument-state = z goal 2) ?
	seeturn solution
	Else.
	generate child made, one cursively call with
	Innease level.
(4)	1958 def iss (stort, goal)
	-> Start with depth: 0
	-> Repeat cutil goal 13 found: 1
	togosti Dis with current depth
	of sol found on the exit
	Invenent depth
(5)	-> Cream Oracl C
	call IDs (84art, goal)
	(shur, grad)

	the state of the s
-	Code Iterative - Deeplug - search:
7 1 1 1	and the second of the second o
-	det iddes (puzzle, goal, get-niones)
	impact intentorols
	death):
_	clef dy (rouse, deptn);
_	July n
	if route (-1] == goal!
-	return noute
	for more in get-moves (recute (-17):
until 1	if prove met in youte.
	next owner = offs (soute + Francis) by
	The if new monte!
	Meturn next-sweets
atraction and a	for depth in intertools count():
	vante = of (Puggles, depth)
	if nout:
	return route
	and the state of t
	def pusible mover (Har):
	b = state. index (0)
,	d 2 (7
	if b not in [0,1,2]:
	d.append('u')
	d'append (di)
	d'append (d')
/	9 b not in [0,3,67:
	d-append ('l')
	d-append ('l') if b not in (2, 5,8):
	diappend (187)

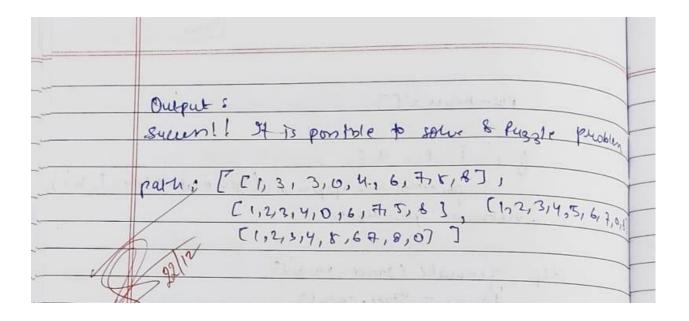
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Output:

Success!! It is possible to solve 8 Puzzle problem
Path: [[1, 2, 3, 0, 4, 6, 7, 5, 8], [1, 2, 3, 4, 0, 6, 7, 5, 8], [1, 2, 3, 4, 5, 6, 7, 0, 8], [1, 2, 3, 4, 5, 6, 7, 8, 0]]

[] Start coding or generate with AI.