IZHAN SOHAIL

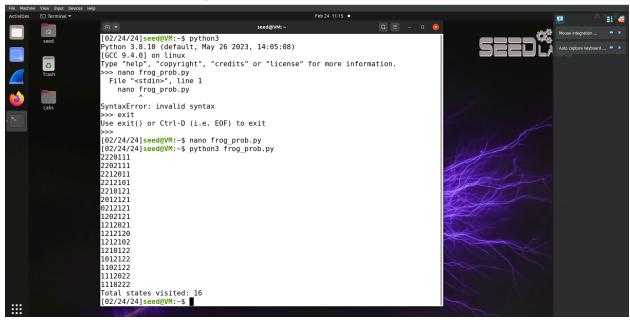
Readme file with code uploaded on the link:

□ Frog_problem-23118

Output:

To solve the frog problem, where the goal is to swap positions of green and red frogs on a log, we used a classic algorithmic strategy. The Python code for this task charts each possible hop and leap the frogs can make.

The optimal route to reach the goal state:



Total number of possible moves:

```
Legal move: 2121120 -> 2121102
  Legal move: 2121120 -> 2121102
Legal move: 2121012 -> 2121102
Legal move: 2121012 -> 2121102
 Legal move: 1212021 -> 1210221
Legal move: 1212021 -> 1212120
  _egal move: 2112120 -> 2112102
  Legal move: 0121221 -> 1021221
  Legal move: 2101212 -> 0121212
  Legal move: 2101212 -> 2110212
Legal move: 1210221 -> 1012221
  Legal move: 1212120 -> 1212102
  Legal move:
 Legal move: 1021221 -> 1120221
 Legal move: 0121212 -> 1021212
Legal move: 2110212 -> 2111202
 Legal move: 1012221 -> 1102221
  Legal move:
 Legal move: 2110122 -> 2111022
 Legal move: 1120221 -> 1102221
Legal move: 1021212 -> 1120212
 Legal move: 2111202 -> 2111022
 Legal move:
 Legal move: 1210122 -> 1211022
 Legal move: 1120212 -> 1102212
Legal move: 1120212 -> 1121202
 Legal move: 1012122 -> 1102122
Legal move: 1121202 -> 1121022
  Legal move: 1102122 -> 1112022
 Legal move: 1121022 -> 1101222
Legal move: 1112022 -> 1110222
Legal move: 1101222 -> 1110222
Total number of states: 72
[02/27/24]seed@VM:~$ ■
```

```
Q = - - X
                                       seed@VM: ~
 GNU nano 4.8
                                                                         Modified
                                     frog_prob.py
from collections import deque
def is_valid(state, pos, move):
    if move == 1 and pos < len(state) - 1:</pre>
        return state[pos + 1] == '0'
    if move == 2 and pos < len(state) - 2:</pre>
        return state[pos + 2] == '0'
    return False
def generate_moves(state):
    moves = []
    for i, frog in enumerate(state):
        if frog == '2' and i < len(state) - 1: # Green frog moves</pre>
            if is valid(state, i, 1):
                moves.append(state[:i] + '0' + frog + state[i+2:])
            if is valid(state, i, 2):
                moves.append(state[:i] + '0' + state[i+1:i+2] + frog + state[i+>
        elif frog == '1' and i > 0: # Red frog moves
            if is_valid(state[::-1], len(state) - 1 - i, 1):
                                                                    ^C Cur Pos
^G Get Help
             ^O Write Out <sup>^W</sup> Where Is
                                        ^K Cut Text ^J Justify
^X Exit
             ^R Read File ^\ Replace
                                        ^U Paste Text^T To Spell
                                                                      Go To Line
```