cleaner agent > Vaccumm A B B C dean B A B - goal state Algorithm Ditialize the starting and goal state the goal is to clean both ruroms A and B and comes 2) It status = Dirty then clean else if location = A then rutur right else if location = B then return left else if location = A and status = clean then return right elie if Location . B and status 2 clean the retur life 3) It both the locations are clear the clearer is done with it's task

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Code:
 def vacaum_world ():
     goal_state = f'A':0', 'B': 03
      Cost=0
     location_input = input ("Enter location of Vacuum")
      status_input = input ("Enter status q "+ docation.input)
Status_input_complement = input ("Enter status q other room")
      ib location_input == 'A'
          point ("Vaccium is placed in Location A")
           if states-input == 11:
                point ("Location A is dirty")
                Cost+= 1
                print ("Lout & CLEANING A" +ch(coxt))
                print ("Location A how been cleaned.")
            if Status-Input complement = = 11!
                  print ("Location B is dirty")
                print ("Moving right to the location B")
                 Cost+=1 # RIGHT
                  Cost+=1 # SUCK
                  print ("location B has been cleaned.")
                   print ("No action" + str(aut))
                   print ("location B is already clean")
       ib ( status_input == 'o');
            print ("location A is abready clean")
                  statui- complement = = 11'1
                   pmht "location B is Dirty")
                   print ( Moving RIGHT to the Location B")
                    print ( Location B has been cleared ")
                     print ("No action" + strccorts)
                     pmn+(wit)
                    print ("location B is already clear")
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print ("Vaccumm is placed in location B") statum_input > = i': point ("location B is Dialy") Coft +=1 print ("cost for cleaning "+ str(cort)) print ("location B has been deared.") stater_input_complement == "1"; print (location A is Dirty 4) print ("Moving left to the Location A") wet +=) Cof+ 21 print ("location A has been cleaned") pmh+ (cost) print ("location B is already clean") status_ input complement a a 11'! print (" location A 1's Dirty") print ("Maring LEFT to the Location A") Cost+=1 Cout +21 print ("lost for such" + str(cost)) point ("location A how been cleaned") print ("No action " + str(Cont)) print ("Location A is abready clear") parint ("COAL STATE") pnn+ (god-state) print ("Reformance meanuement" + str(corts) print ("O indicates clear and indicates drifty") Vacuum-world () → Output: Enter Initial Location of Vacuum (A/BH) :B Enter status of each room (1- dirty, 0- dean); 9 Room 1 Status

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0 indicates clean and 1 indicates dirty
Enter Location of Vacuumb
Enter status of b1
Enter status of other room1
Vacuum is placed in location B
Location B is Dirty.
COST for CLEANING 1
Location B has been Cleaned.
Location A is Dirty.
Moving LEFT to the Location A.
COST for moving LEFT2
COST for SUCK 3
Location A has been Cleaned.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 3
```