```
import random
def randomSolution(tsp):
 cities=list(range(len(tsp)))
 solution=[]
 for i in range(len(tsp)):
    randomCity=cities[random.randint(0,len(cities)-1)]
    solution.append(randomCity)
    cities.remove(randomCity)
 return solution
def routeLength(tsp,solution):
  routeLength=0
 for i in range(len(solution)):
    routeLength+=tsp[solution[i-1]][solution[i]]
 return routeLength
def getNeighbours(solution):
 neighbours=[]
  for i in range(len(solution)):
    for j in range(i+1,len(solution)):
      neighbour=solution.copy()
      neighbour[i]=solution[j]
      neighbour[j]=solution[i]
      neighbours.append(neighbour)
 return neighbours
def getBestNeighbour(tsp,neighbours):
 bestRouteLength=routeLength(tsp,neighbours[0])
 bestNeighbour=neighbours[0]
 for neighbour in neighbours:
    currentRouteLength=routeLength(tsp,neighbour)
    if currentRouteLength<br/><br/>bestRouteLength:
      bestRouteLength=currentRouteLength
      bestNeighbour=neighbour
 return bestNeighbour, bestRouteLength
def hillClimbing(tsp):
  currentSolution=randomSolution(tsp)
 currentRouteLength=routeLength(tsp, currentSolution)
 neighbours=getNeighbours(currentSolution)
 bestNeighbour,bestNeighbourRouteLength=getBestNeighbour(tsp,neighbours)
 while bestNeighbourRouteLength<currentRouteLength:
    currentSolution=bestNeighbour
    currentRouteLength=bestNeighbourRouteLength
    neighbours=getNeighbours(currentSolution)
    bestNeighbour,bestNeighbourRouteLength=getBestNeighbour(tsp,neighbours)
 return currentSolution,currentRouteLength
tsp = \Gamma
  [0,400,500,300],
  [400,0,300,500],
  [500,300,0,400],
  [300,500,400,0]
1
```