

The grid has 4 rows, 4 columns

Start position: (2, 0)

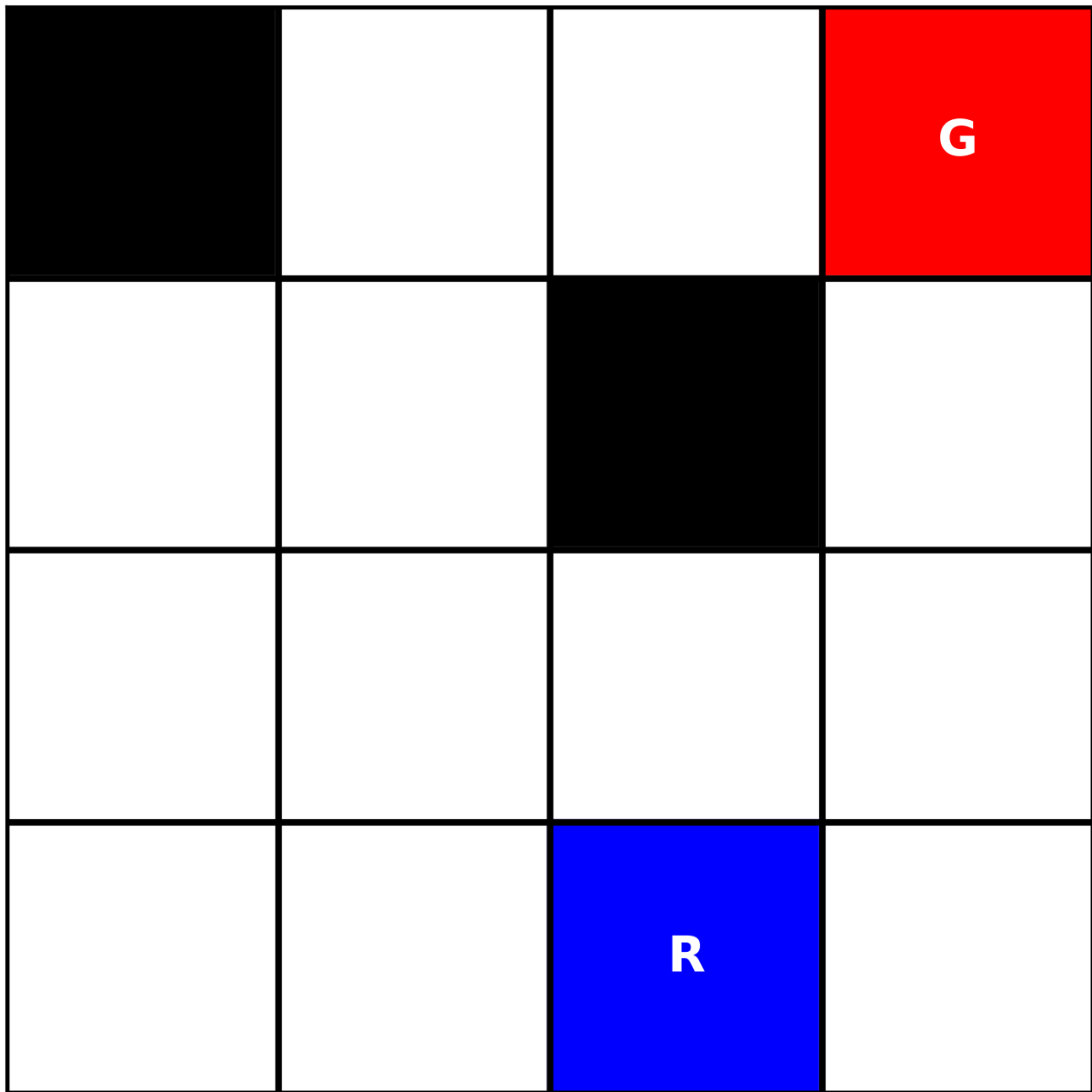
Goal position: (2, 2)

Obstacle positions: (1, 0), (3, 2)

SOLUTION:

(MOVE-RIGHT-FROM-TO (2, 0) (2, 1))

(MOVE-RIGHT-FROM-TO (2, 1) (2, 2))



The grid has 4 rows, 4 columns

Start position: (3, 2)

Goal position: (0, 3)

Obstacle positions: (0, 0), (1, 2)

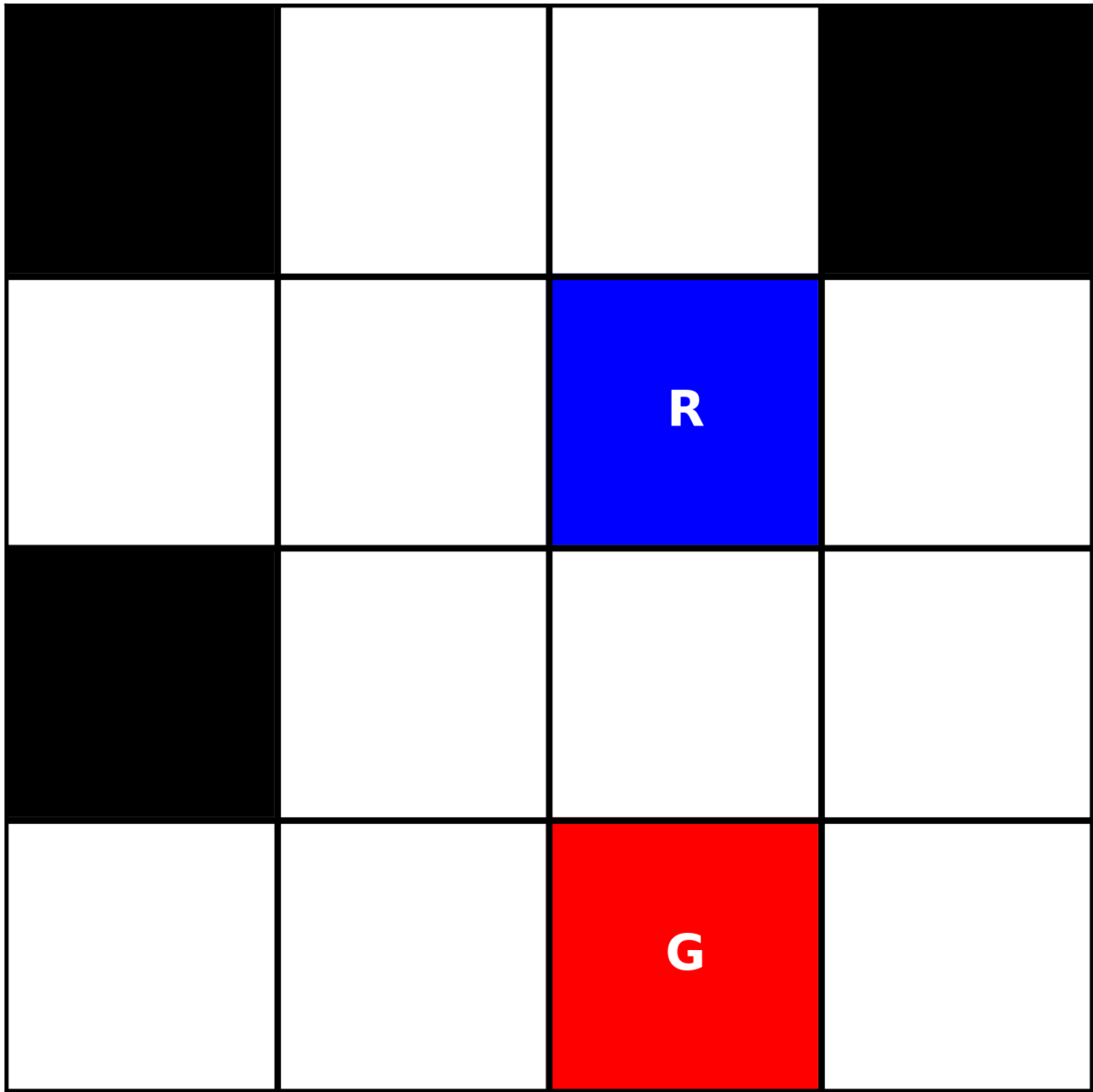
SOLUTION:

(MOVE-RIGHT-FROM-TO (3, 2) (3, 3))

(MOVE-UP-FROM-TO (3, 3) (2, 3))

(MOVE-UP-FROM-TO (2, 3) (1, 3))

(MOVE-UP-FROM-TO (1, 3) (0, 3))



The grid has 4 rows, 4 columns

Start position: (1, 2)

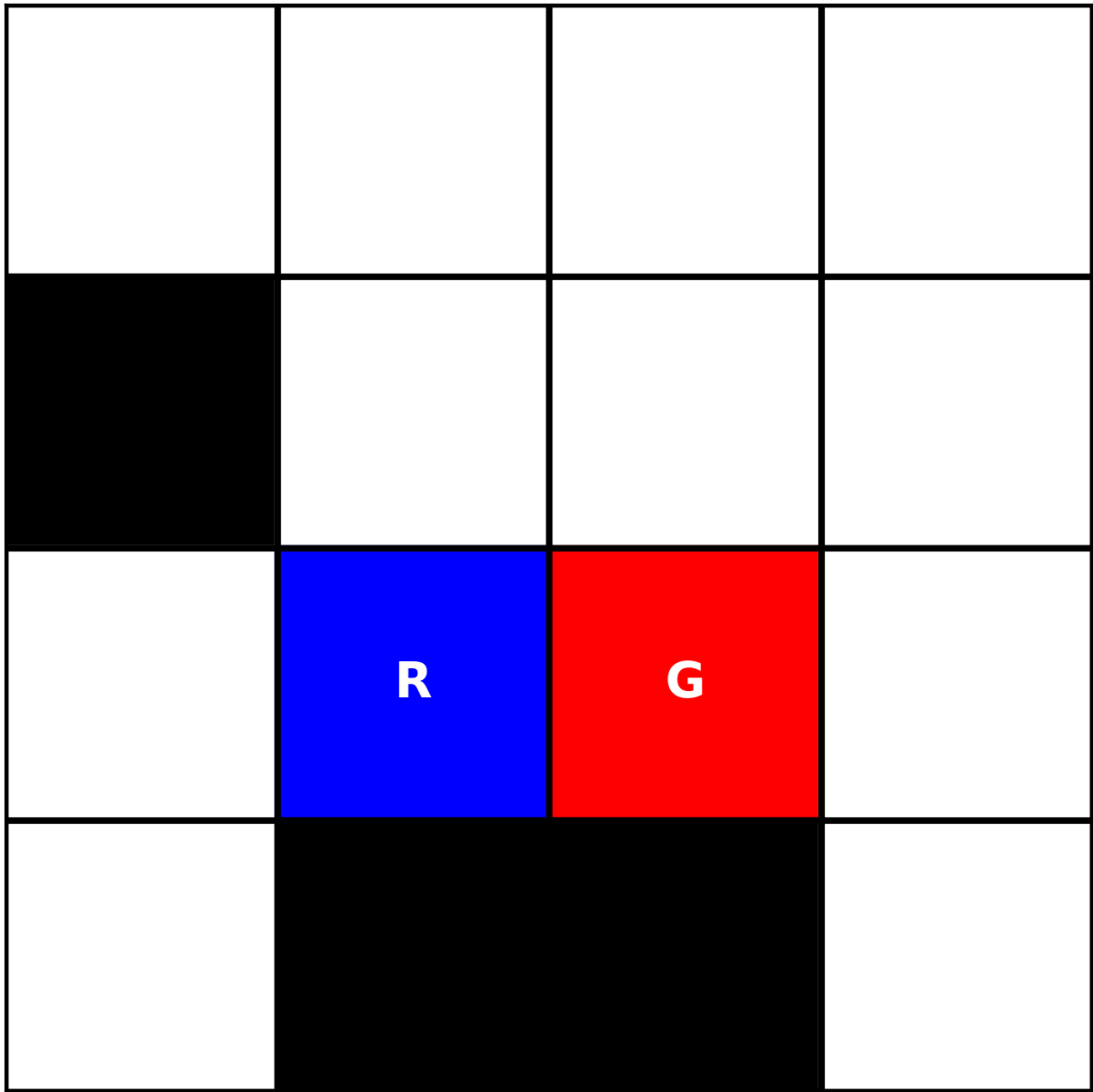
Goal position: (3, 2)

Obstacle positions: (0, 0), (0, 3), (2, 0)

SOLUTION:

(MOVE-DOWN-FROM-TO (1, 2) (2, 2))

(MOVE-DOWN-FROM-TO (2, 2) (3, 2))



The grid has 4 rows, 4 columns

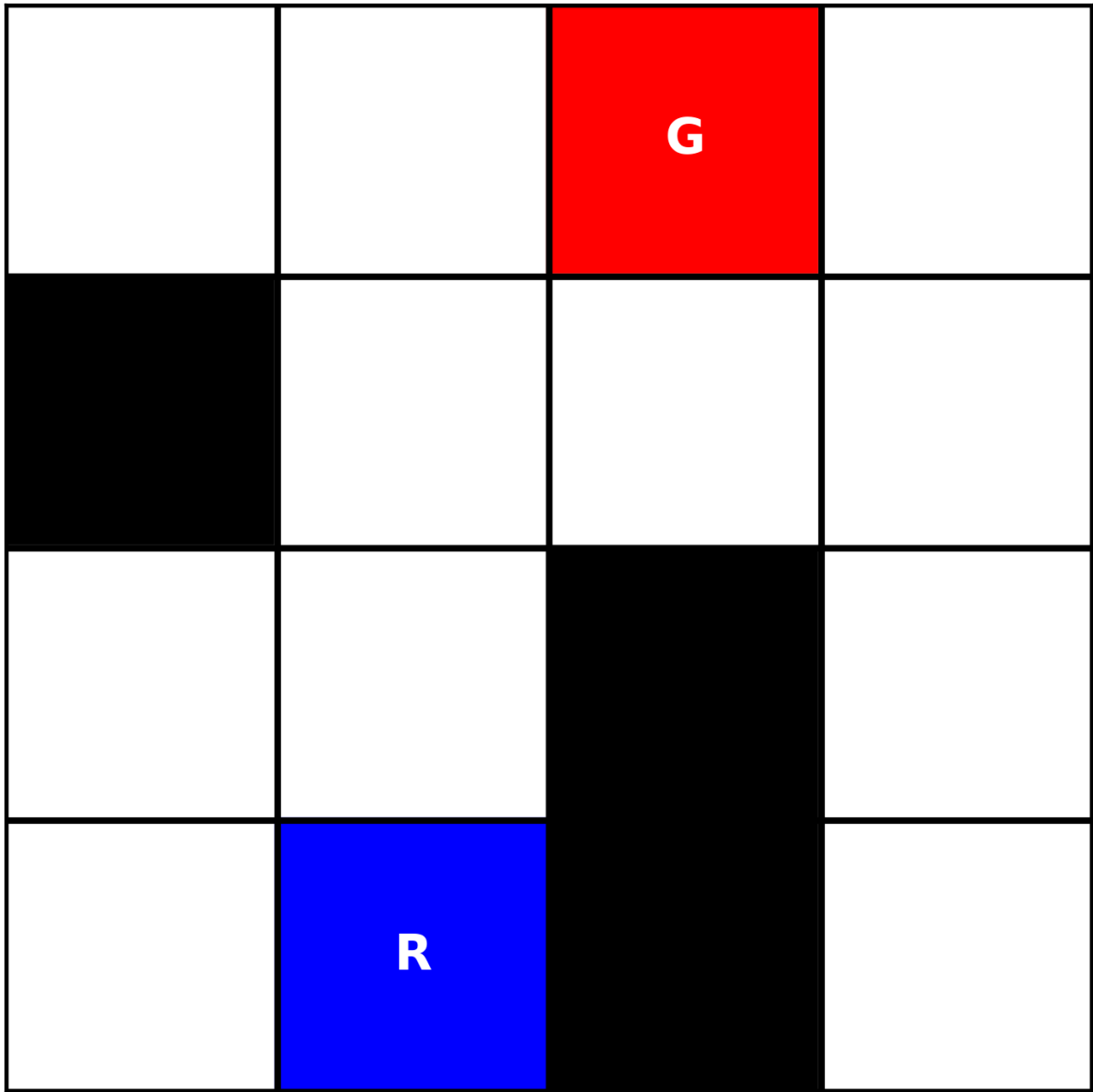
Start position: (2, 1)

Goal position: (2, 2)

Obstacle positions: (1, 0), (3, 1), (3, 2)

SOLUTION:

(MOVE-RIGHT-FROM-TO (2, 1) (2, 2))



The grid has 4 rows, 4 columns

Start position: (3, 1)

Goal position: (0, 2)

Obstacle positions: (1, 0), (2,2), (3, 2)

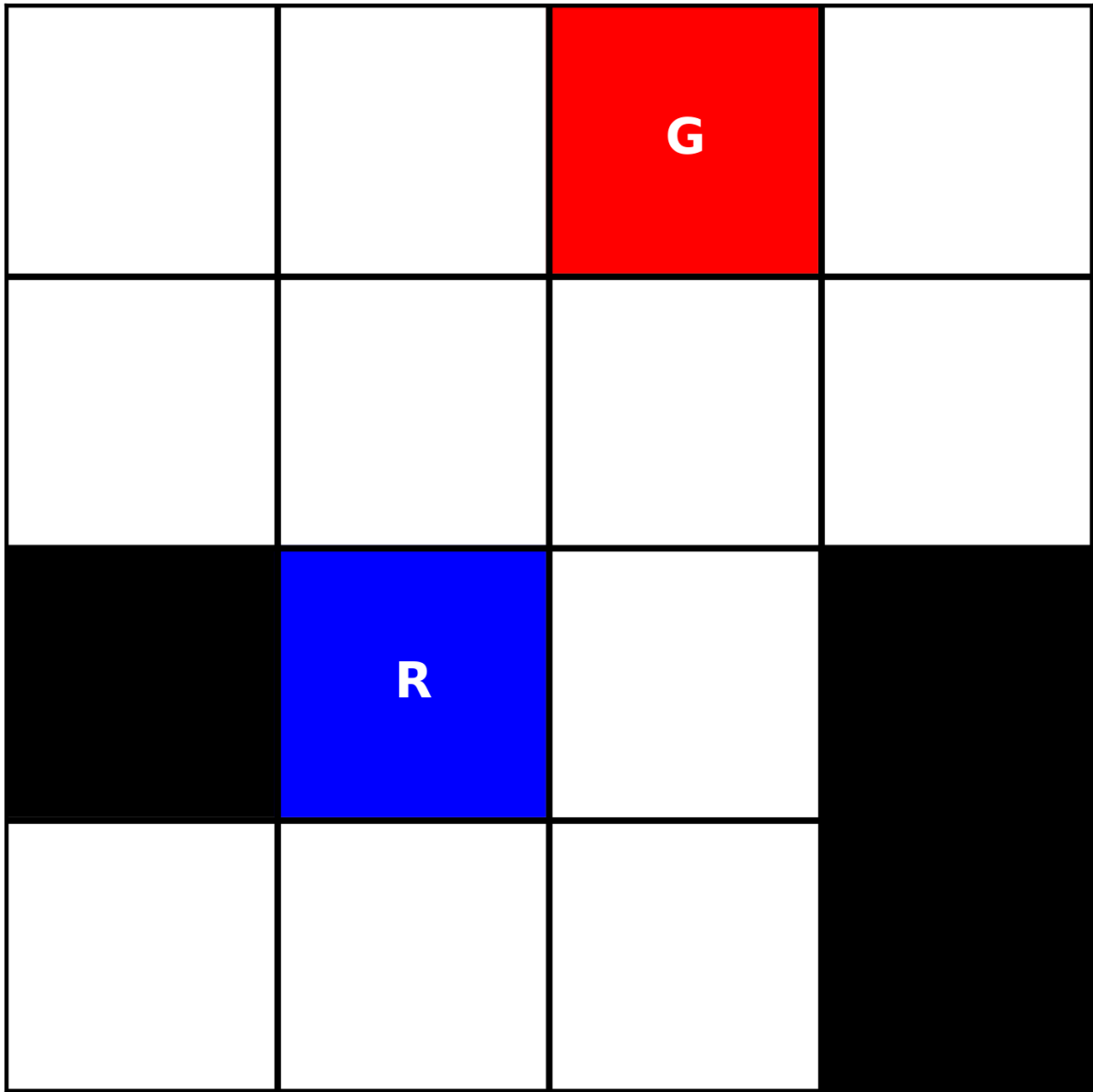
SOLUTION:

(MOVE-UP-FROM-TO (3, 1) (2, 1))

(MOVE-UP-FROM-TO (2, 1) (1, 1))

(MOVE-UP-FROM-TO (1, 1) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))



The grid has 4 rows, 4 columns

Start position: (2, 1)

Goal position: (0, 2)

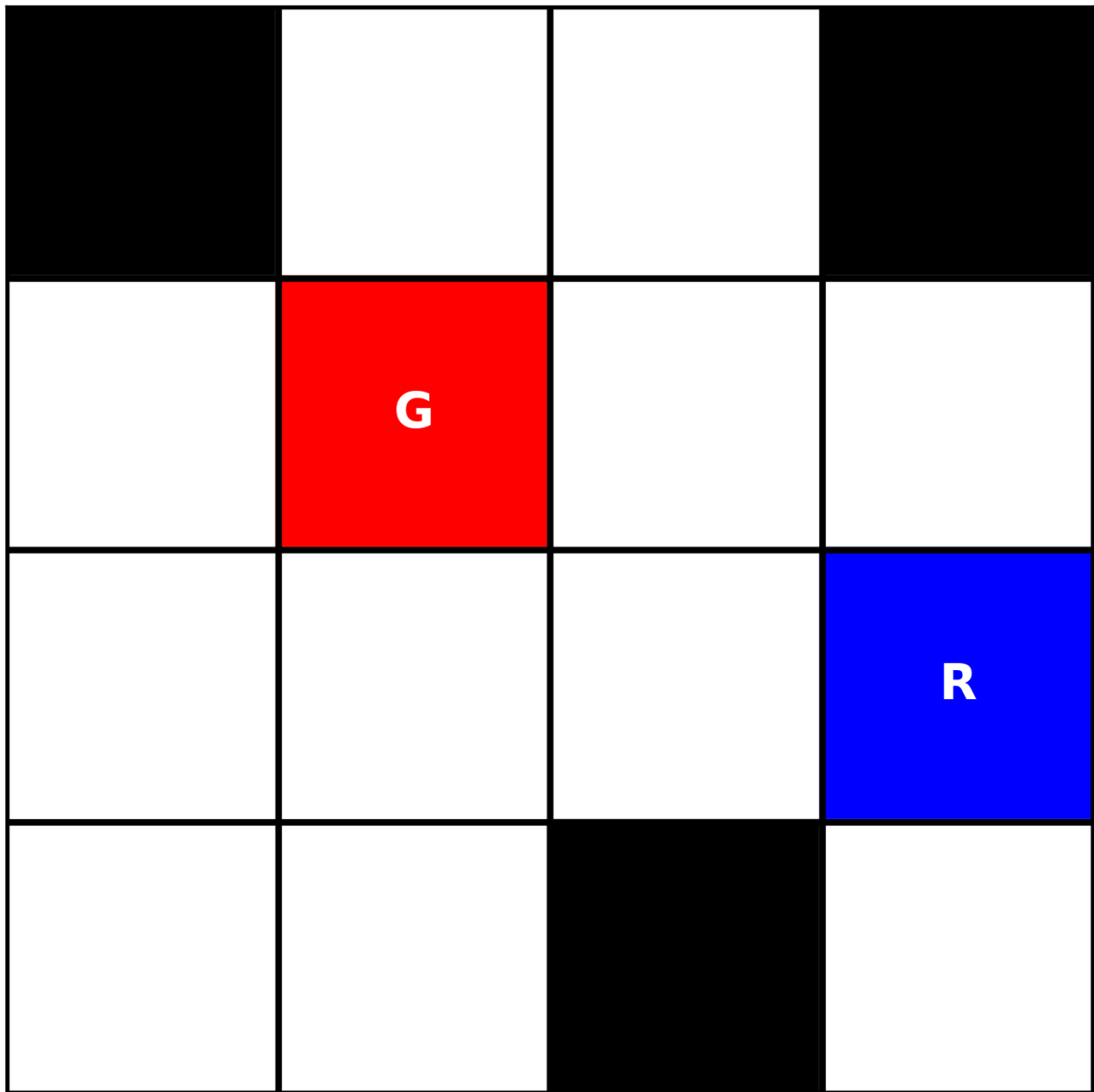
Obstacle positions: (2, 0), (2, 3), (3, 3)

SOLUTION:

(MOVE-UP-FROM-TO (2, 1) (1, 1))

(MOVE-UP-FROM-TO (1, 1) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))



The grid has 4 rows, 4 columns

Start position: (2, 3)

Goal position: (1, 1)

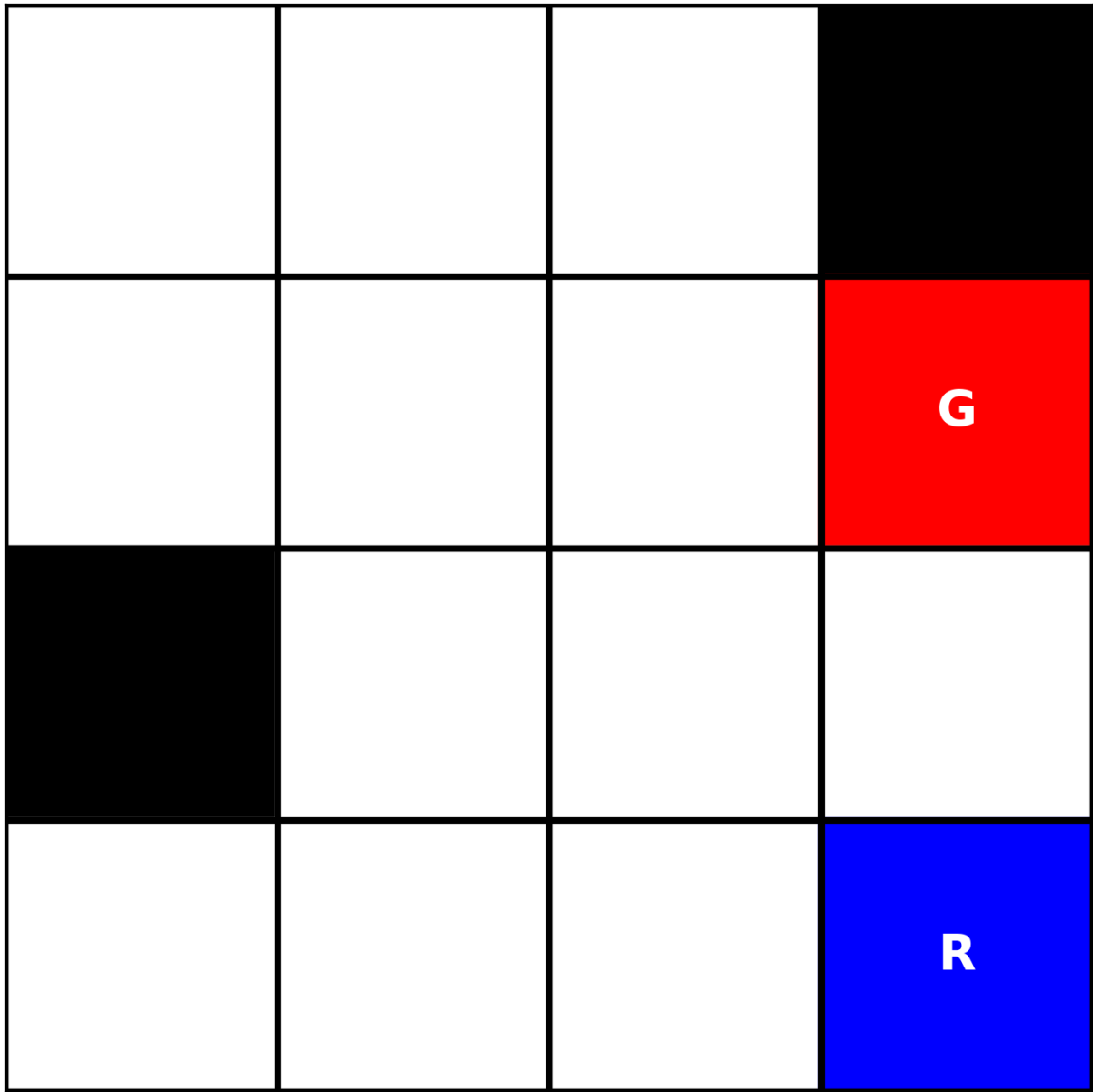
Obstacle positions: (0, 0), (0, 3), (3, 2)

SOLUTION:

(MOVE-UP-FROM-TO (2, 1) (1, 1))

(MOVE-UP-FROM-TO (1, 1) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))



The grid has 4 rows, 4 columns

Start position: (3, 3)

Goal position: (1, 3)

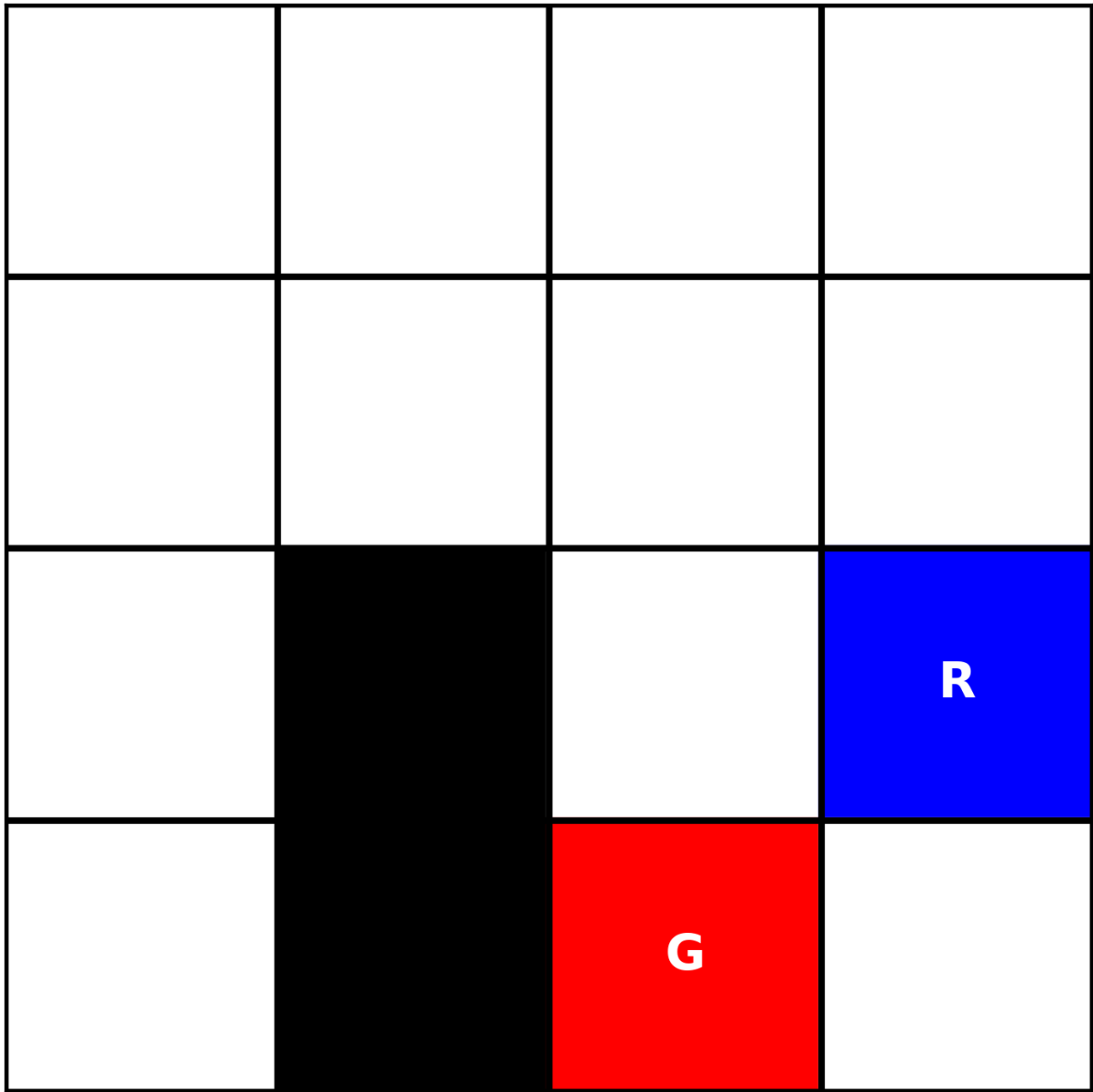
Obstacle positions: (0, 3), (2, 0)

SOLUTION:

(MOVE-UP-FROM-TO (3, 3) (2, 3))

(MOVE-UP-FROM-TO (2, 3) (1, 3))





The grid has 4 rows, 4 columns

Start position: (2, 3)

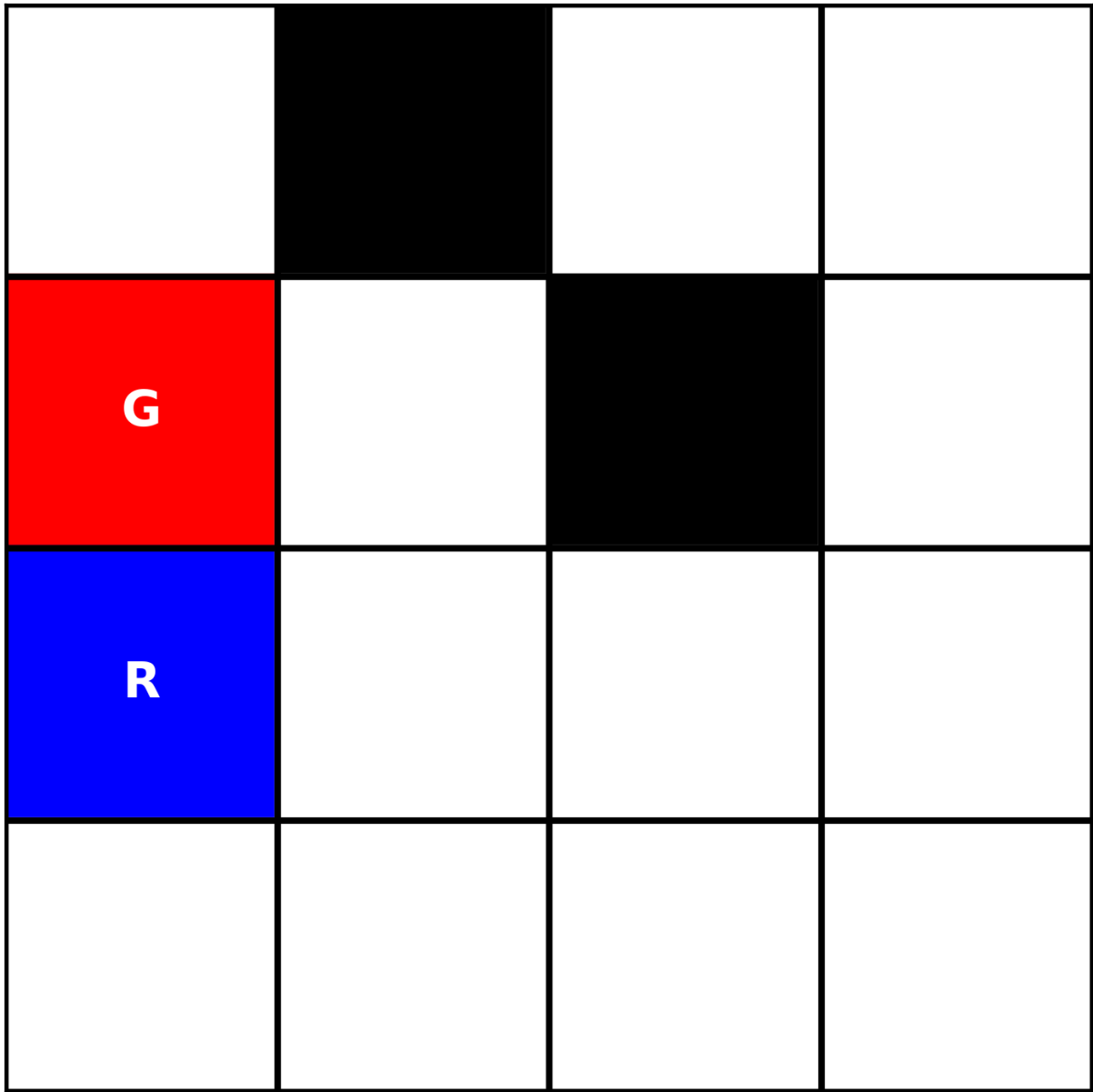
Goal position: (3, 2)

Obstacle positions: (2, 1), (3, 1)

SOLUTION:

(MOVE-DOWN-FROM-TO (2, 3) (3, 3))

(MOVE-LEFT-FROM-TO (3, 3) (3, 2))



The grid has 4 rows, 4 columns

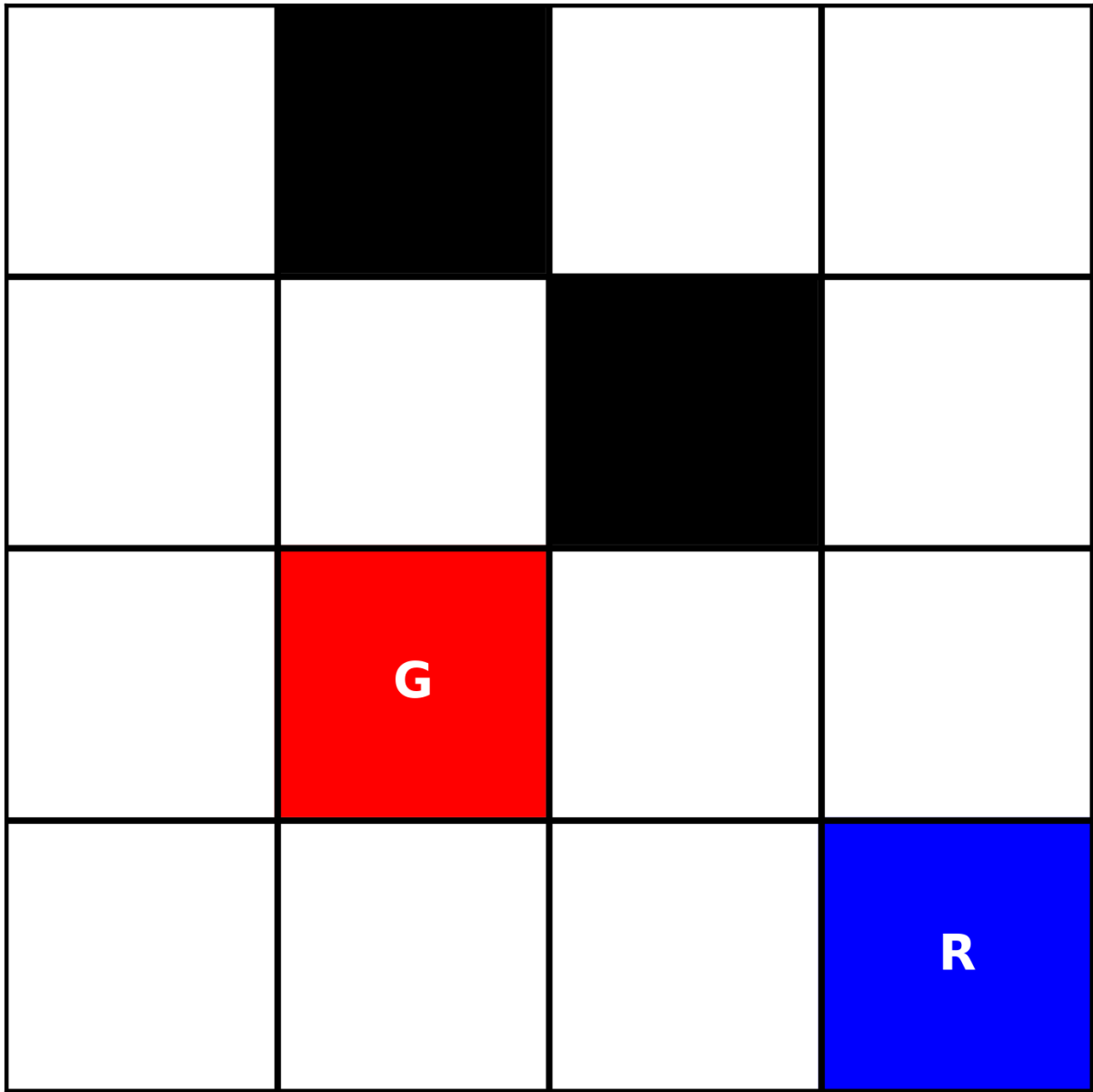
Start position: (2, 0)

Goal position: (1, 0)

Obstacle positions: (0, 1), (1, 2)

SOLUTION:

(MOVE-DOWN-FROM-TO (1, 0) (2, 0))



The grid has 4 rows, 4 columns

Start position: (3, 3)

Goal position: (2, 1)

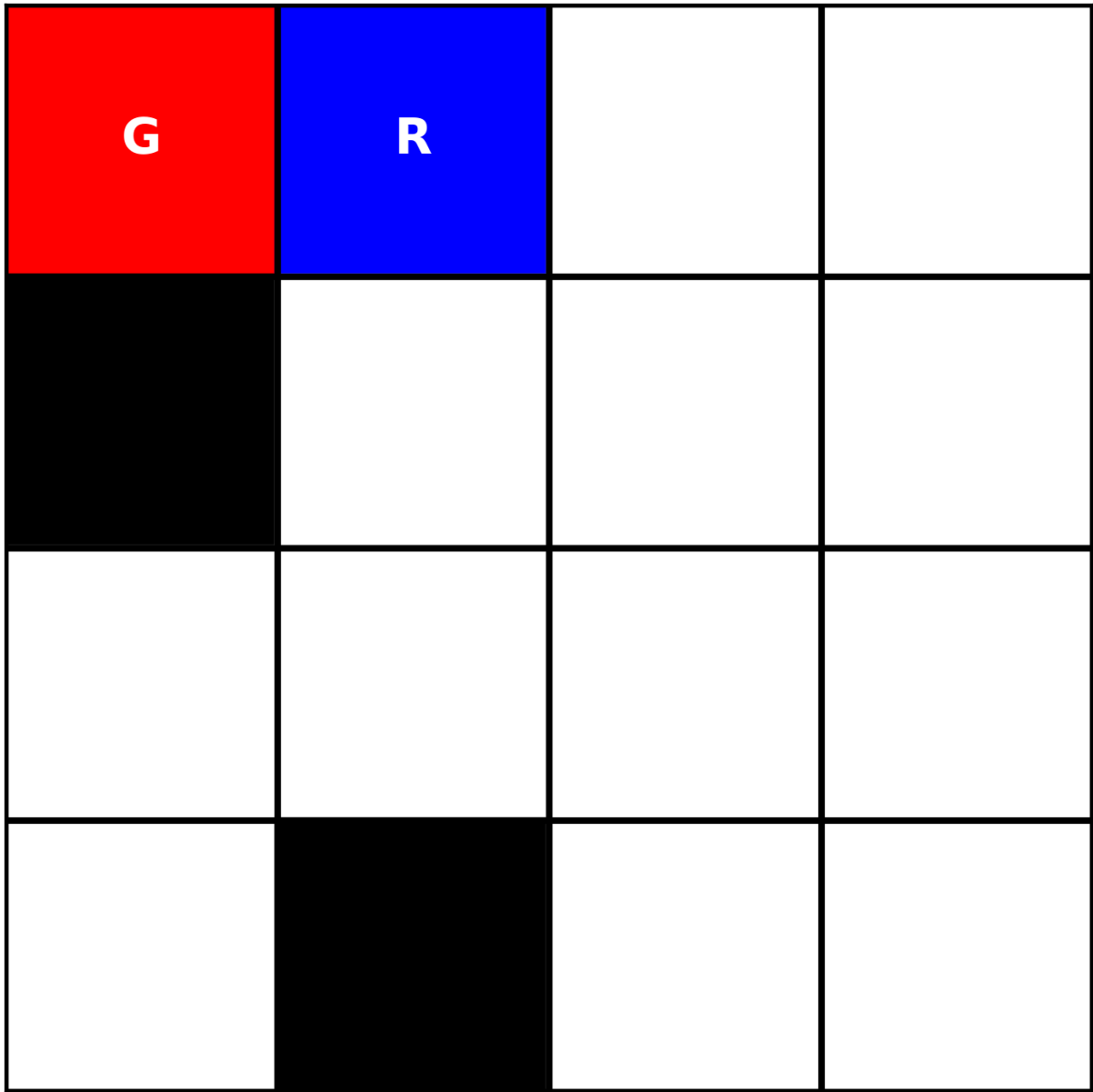
Obstacle positions: (0, 1), (1, 2)

SOLUTION:

(MOVE-LEFT-FROM-TO (3, 3) (3, 2))

(MOVE-LEFT-FROM-TO (3, 2) (3, 1))

(MOVE-UP-FROM-TO (3, 1) (2, 1))



The grid has 4 rows, 4 columns

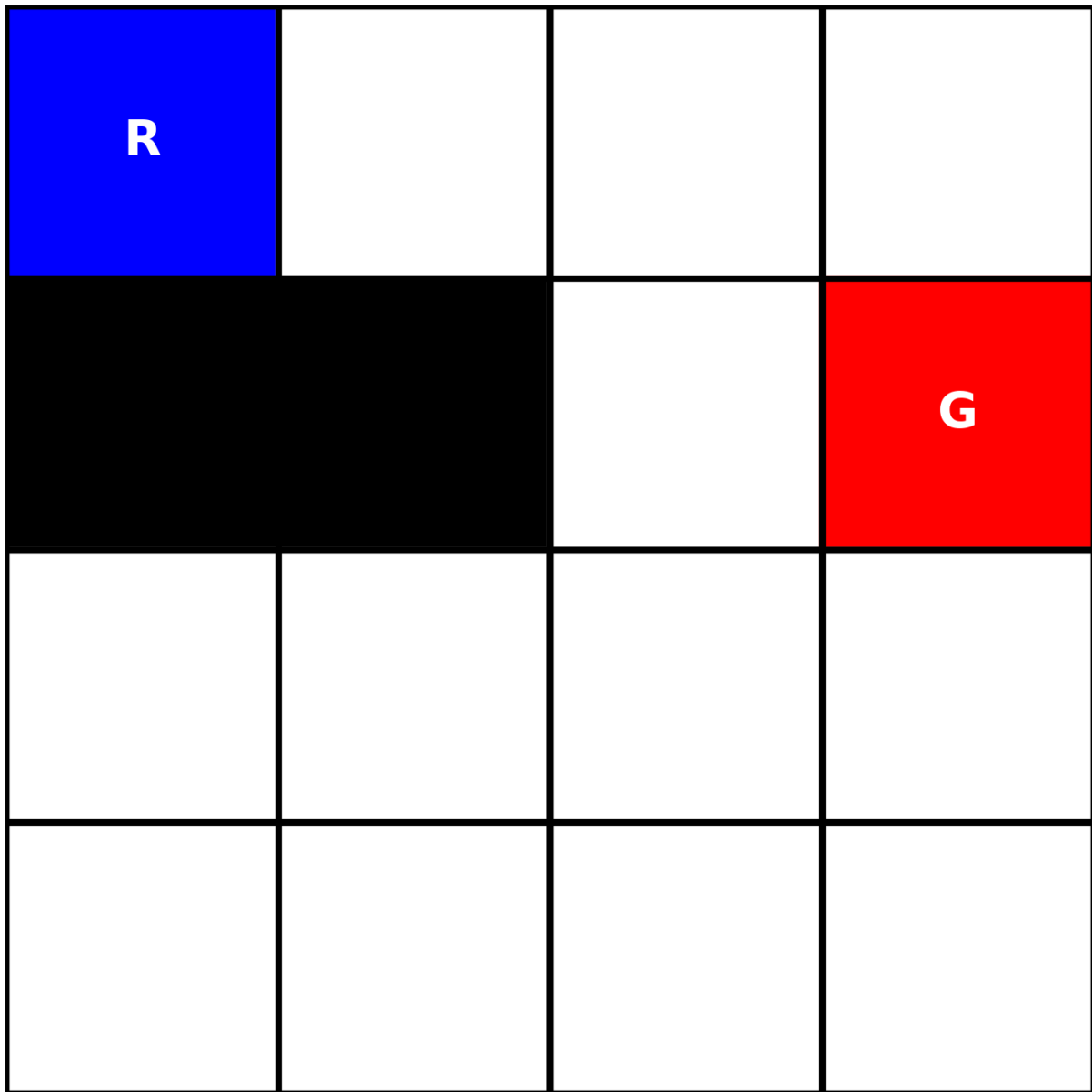
Start position: (0, 1)

Goal position: (0, 0)

Obstacle positions: (1, 0), (3, 1)

SOLUTION:

(MOVE-LEFT-FROM-TO (0, 1) (0, 0))



The grid has 4 rows, 4 columns

Start position: (0, 0)

Goal position: (1, 3)

Obstacle positions: (1, 0), (1, 1)

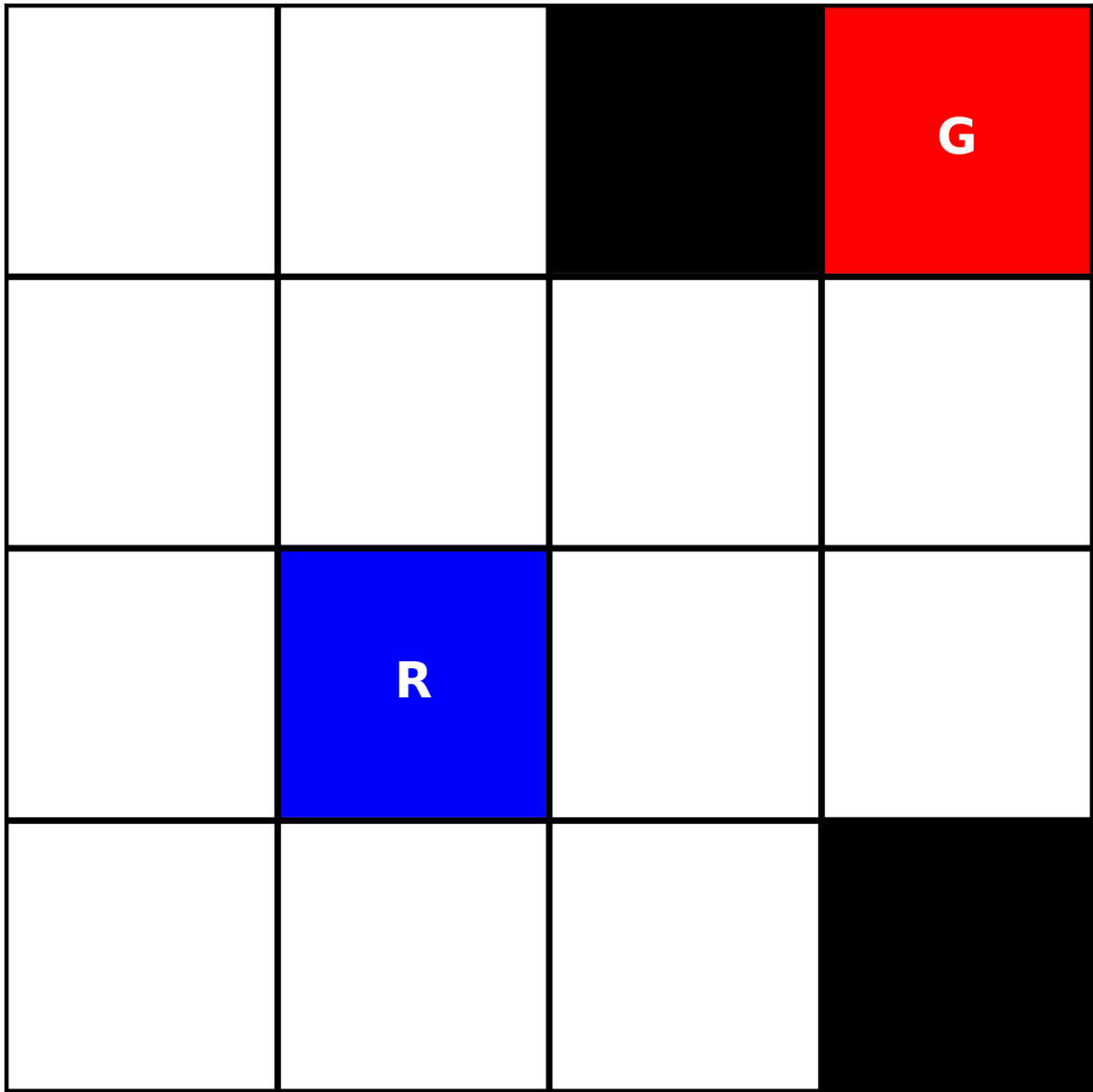
SOLUTION:

(MOVE-RIGHT-FROM-TO (0, 0) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))

(MOVE-RIGHT-FROM-TO (0, 2) (0, 3))

(MOVE-DOWN-FROM-TO (0, 3) (1, 3))



The grid has 4 rows, 4 columns

Start position: (2, 1)

Goal position: (0, 3)

Obstacle positions: (0, 2), (3, 3)

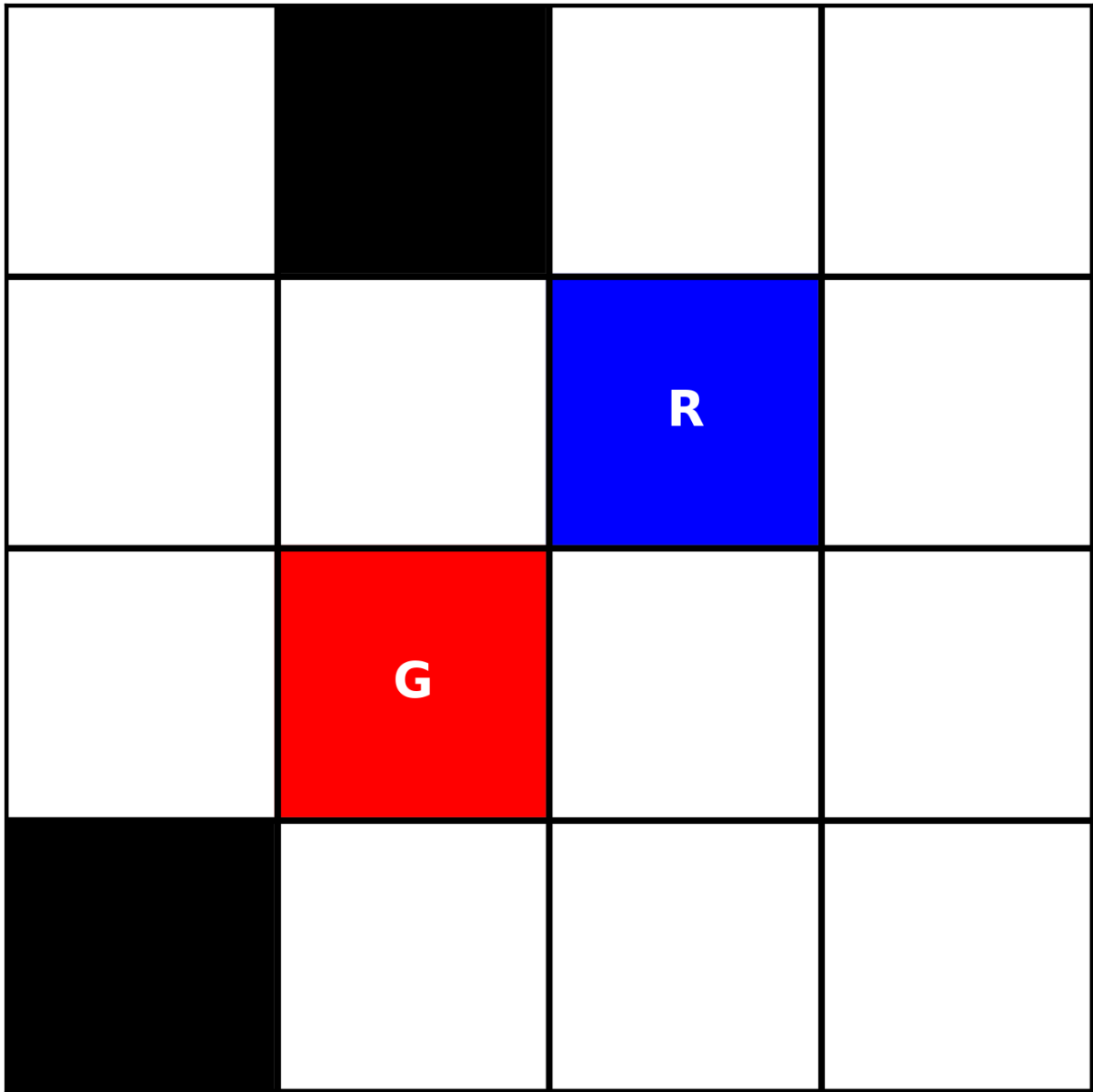
SOLUTION:

(MOVE-RIGHT-FROM-TO (2, 1) (2, 2))

(MOVE-RIGHT-FROM-TO (2, 2) (2, 3))

(MOVE-UP-FROM-TO (2, 3) (1, 3))

(MOVE-UP-FROM-TO (1, 3) (0, 3))



The grid has 4 rows, 4 columns

Start position: (1, 2)

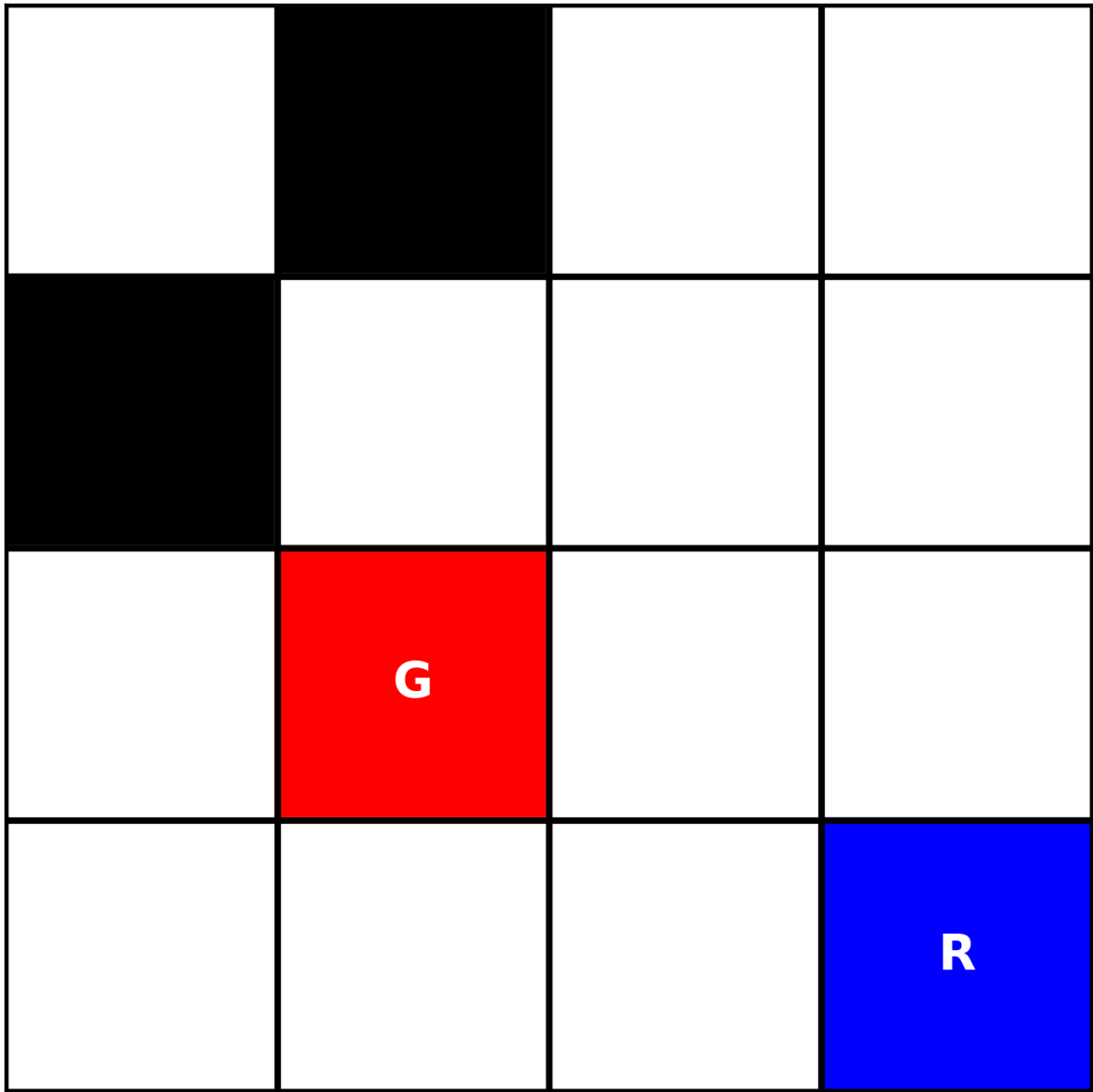
Goal position: (2, 1)

Obstacle positions: (0, 1), (3, 0)

SOLUTION:

(MOVE-DOWN-FROM-TO (1, 2) (2, 2))

(MOVE-LEFT-FROM-TO (2, 2) (2, 1))



The grid has 4 rows, 4 columns

Start position: (3, 3)

Goal position: (2, 1)

Obstacle positions: (0, 1), (1, 0)

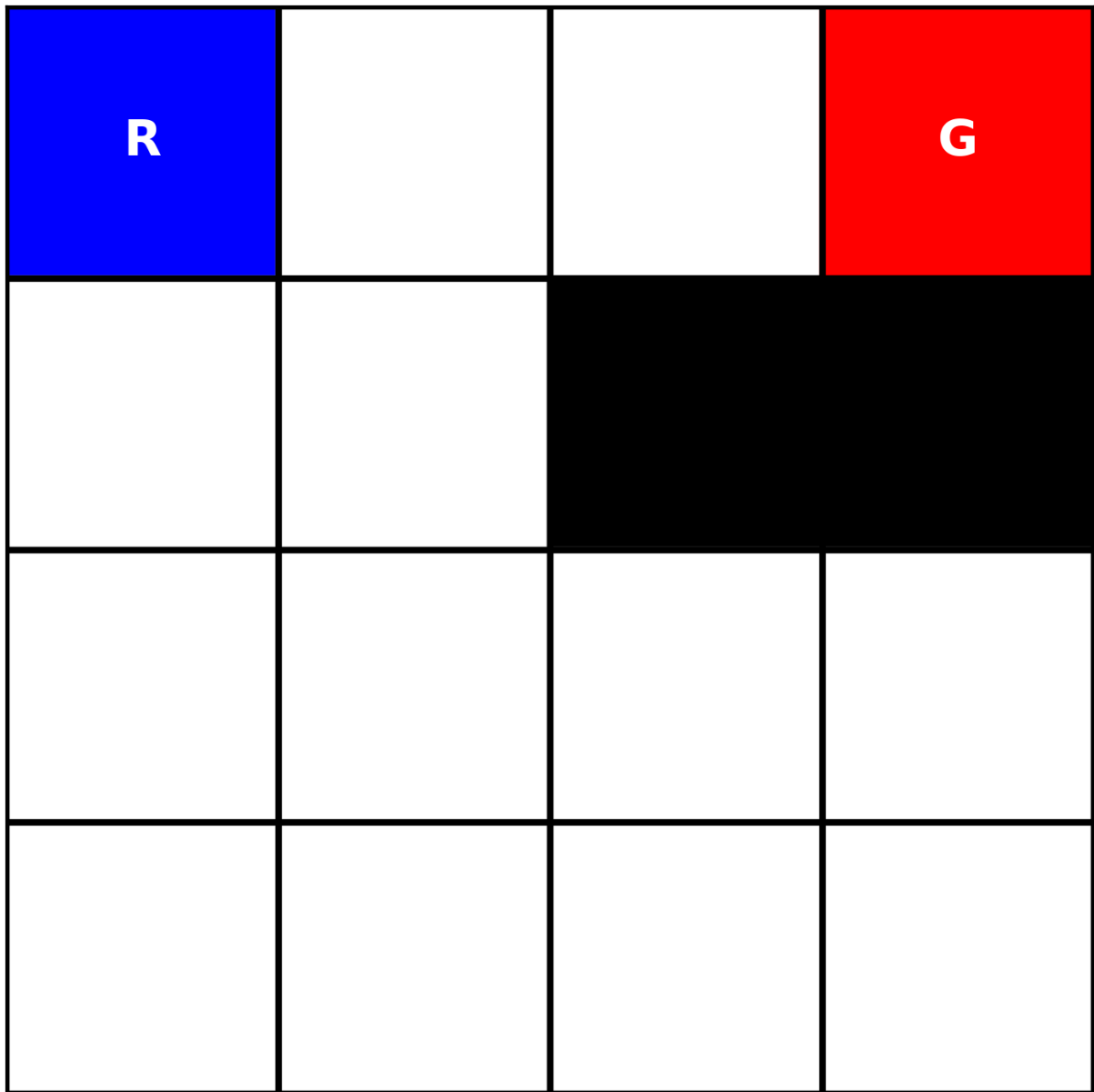
SOLUTION:

(MOVE-LEFT-FROM-TO (3, 3) (3, 2))

(MOVE-LEFT-FROM-TO (3, 2) (3, 1))

(MOVE-UP-FROM-TO (3, 1) (2, 1))





The grid has 4 rows, 4 columns

Start position: (0, 0)

Goal position: (0, 3)

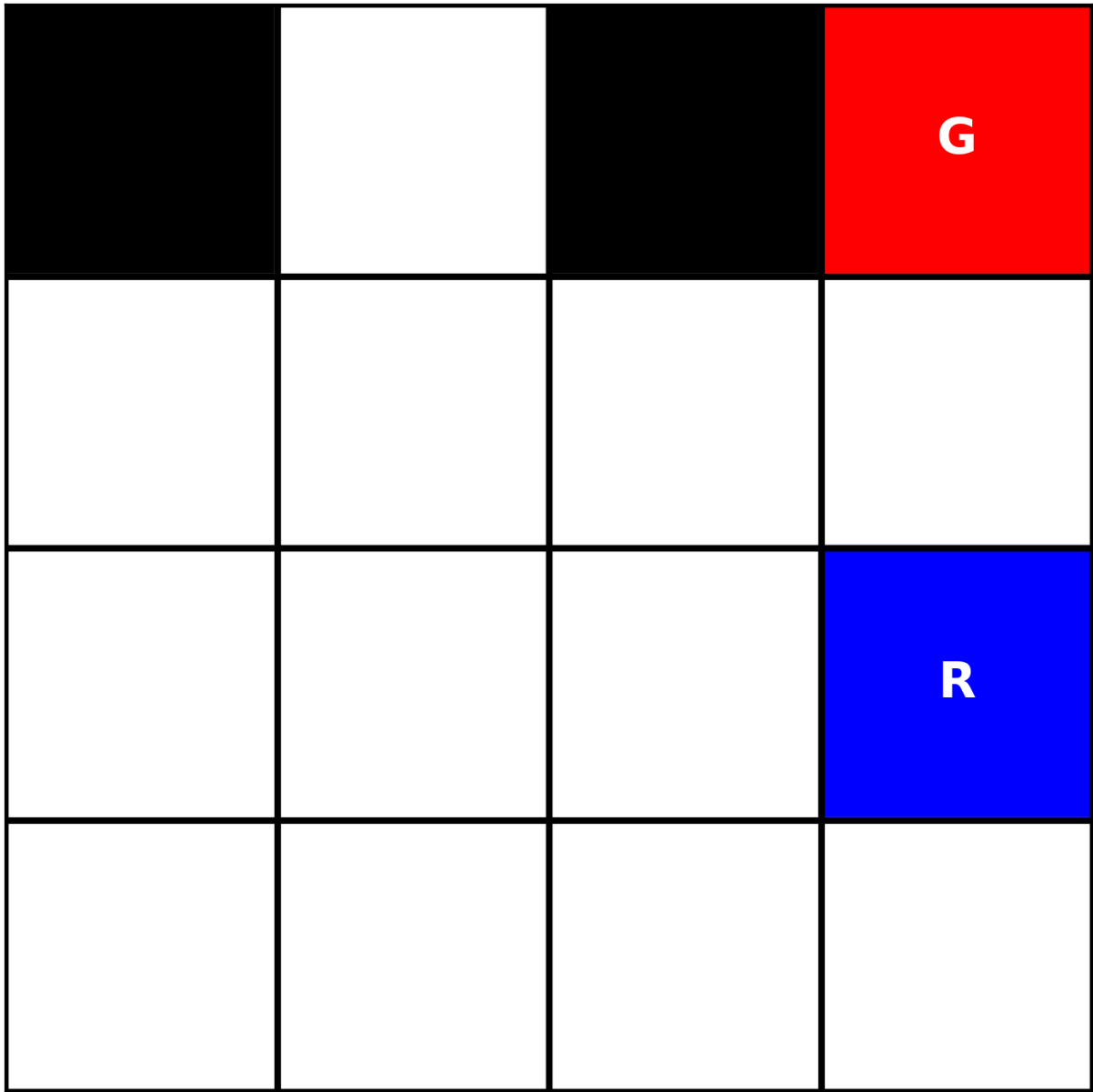
Obstacle positions: (1, 2), (1, 3)

SOLUTION:

(MOVE-RIGHT-FROM-TO (0, 0) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))

(MOVE-RIGHT-FROM-TO (0, 2) (0, 3))



The grid has 4 rows, 4 columns

Start position: (2, 3)

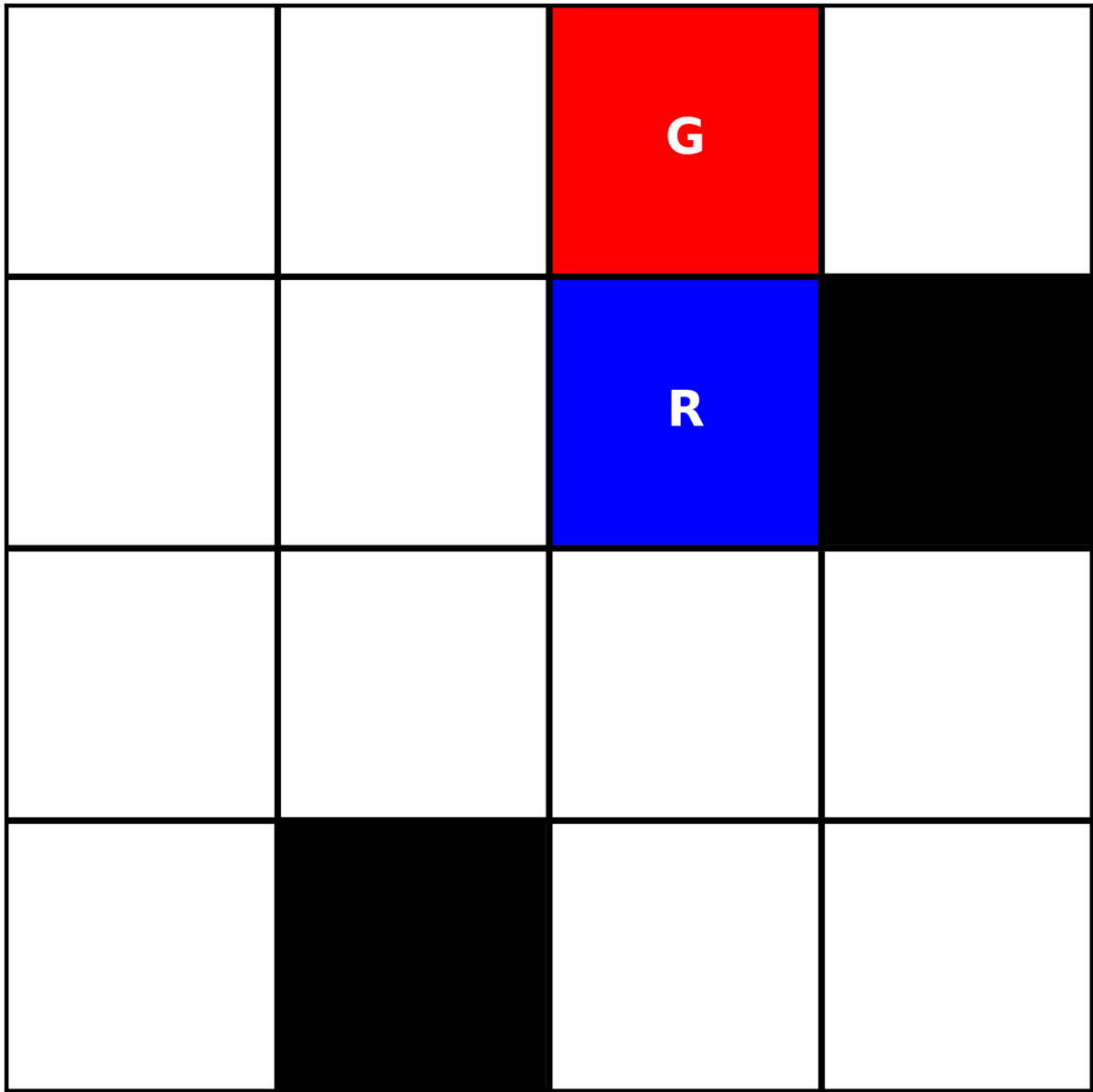
Goal position: (0, 3)

Obstacle positions: (0, 0), (0, 2)

SOLUTION:

(MOVE-UP-FROM-TO (2, 3) (1, 3))

(MOVE-UP-FROM-TO (1, 3) (0, 3))



The grid has 4 rows, 4 columns

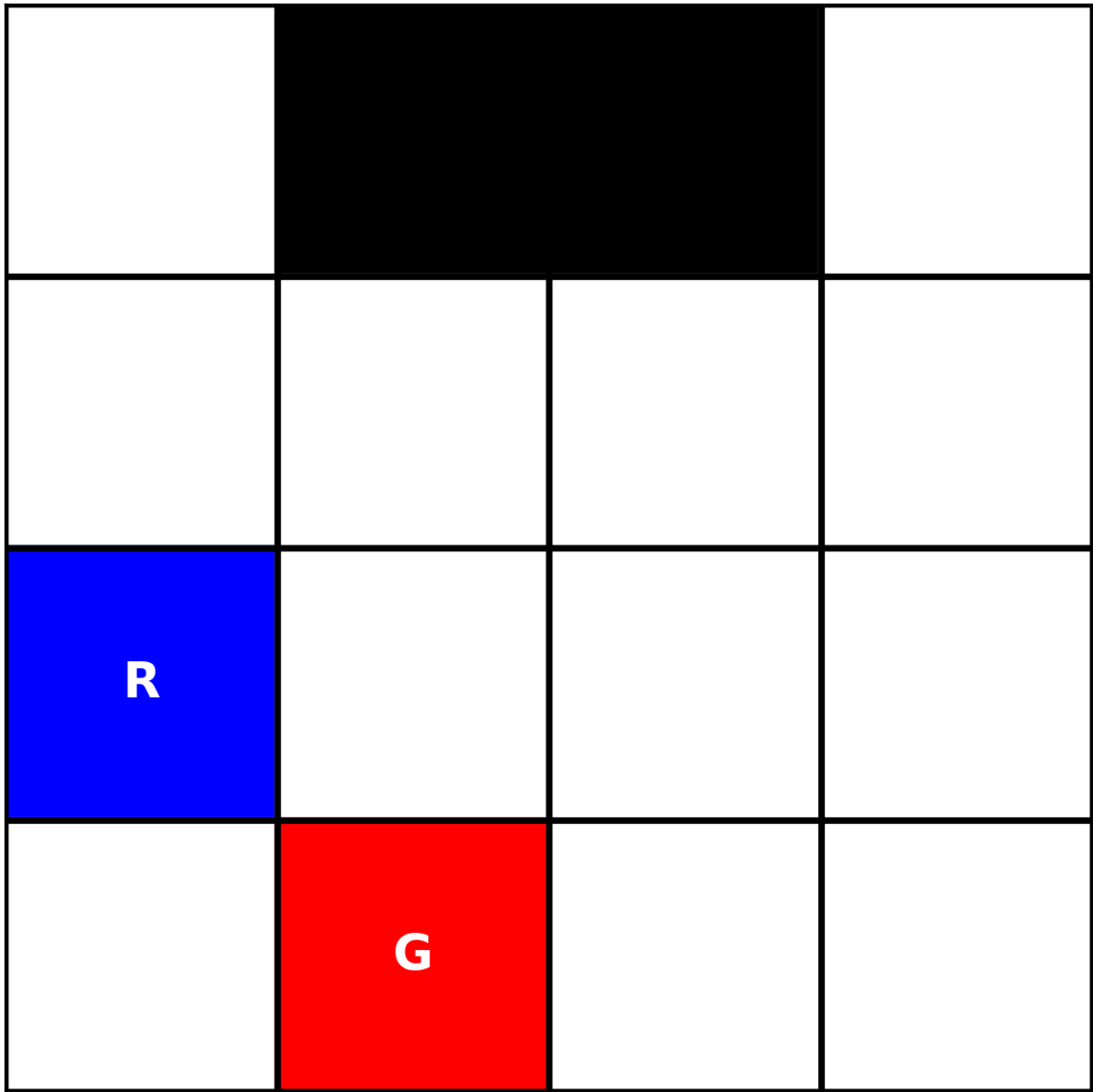
Start position: (1, 2)

Goal position: (0, 2)

Obstacle positions: (1, 3), (3, 1)

SOLUTION:

(MOVE-UP-FROM-TO (1, 2) (0, 2))



The grid has 4 rows, 4 columns

Start position: (2, 0)

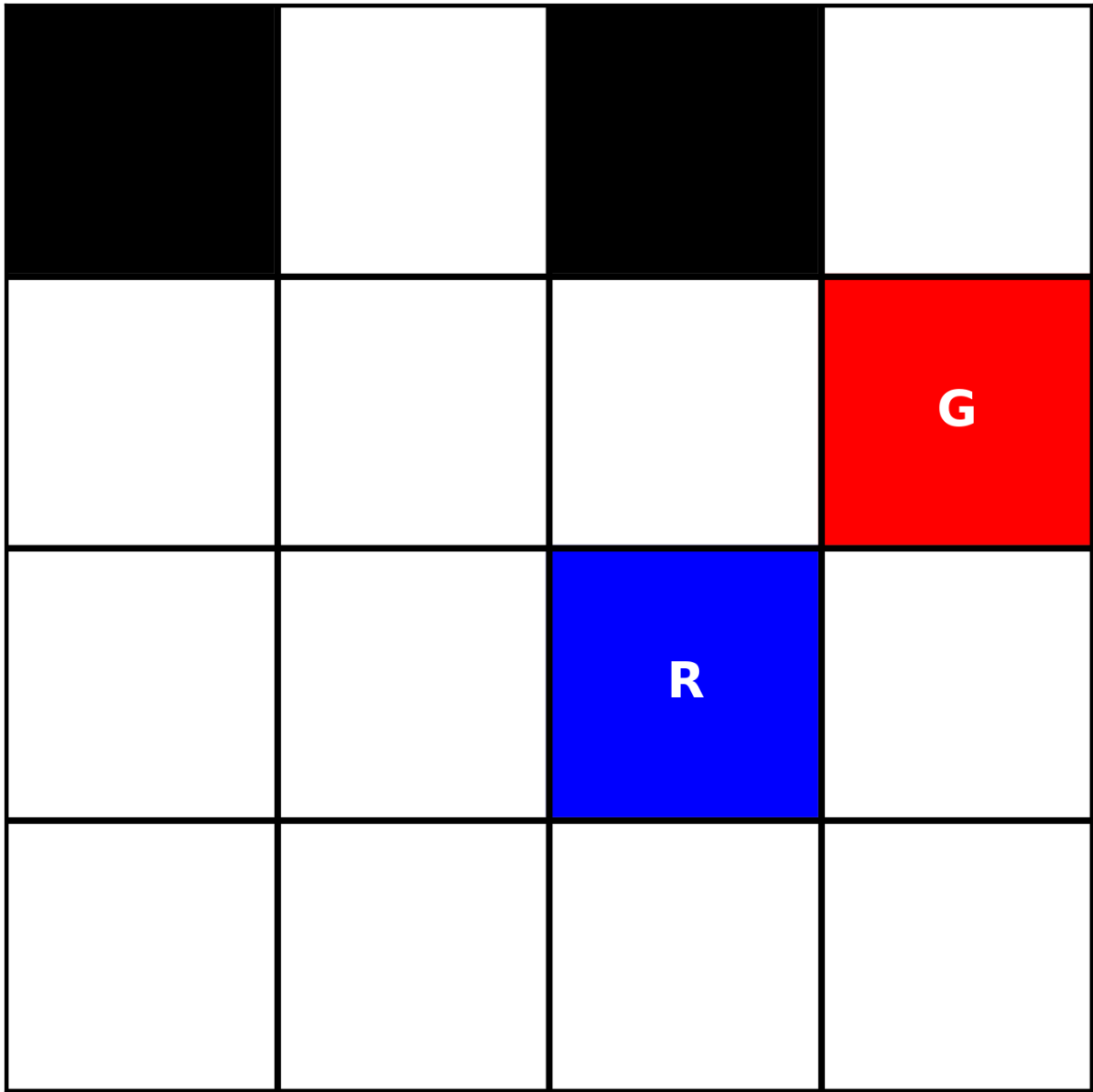
Goal position: (3, 1)

Obstacle positions: (0, 1), (0, 2)

SOLUTION:

(MOVE-DOWN-FROM-TO (2, 0) (3, 0))

(MOVE-RIGHT-FROM-TO (3, 0) (3, 1))



The grid has 4 rows, 4 columns

Start position: (2, 2)

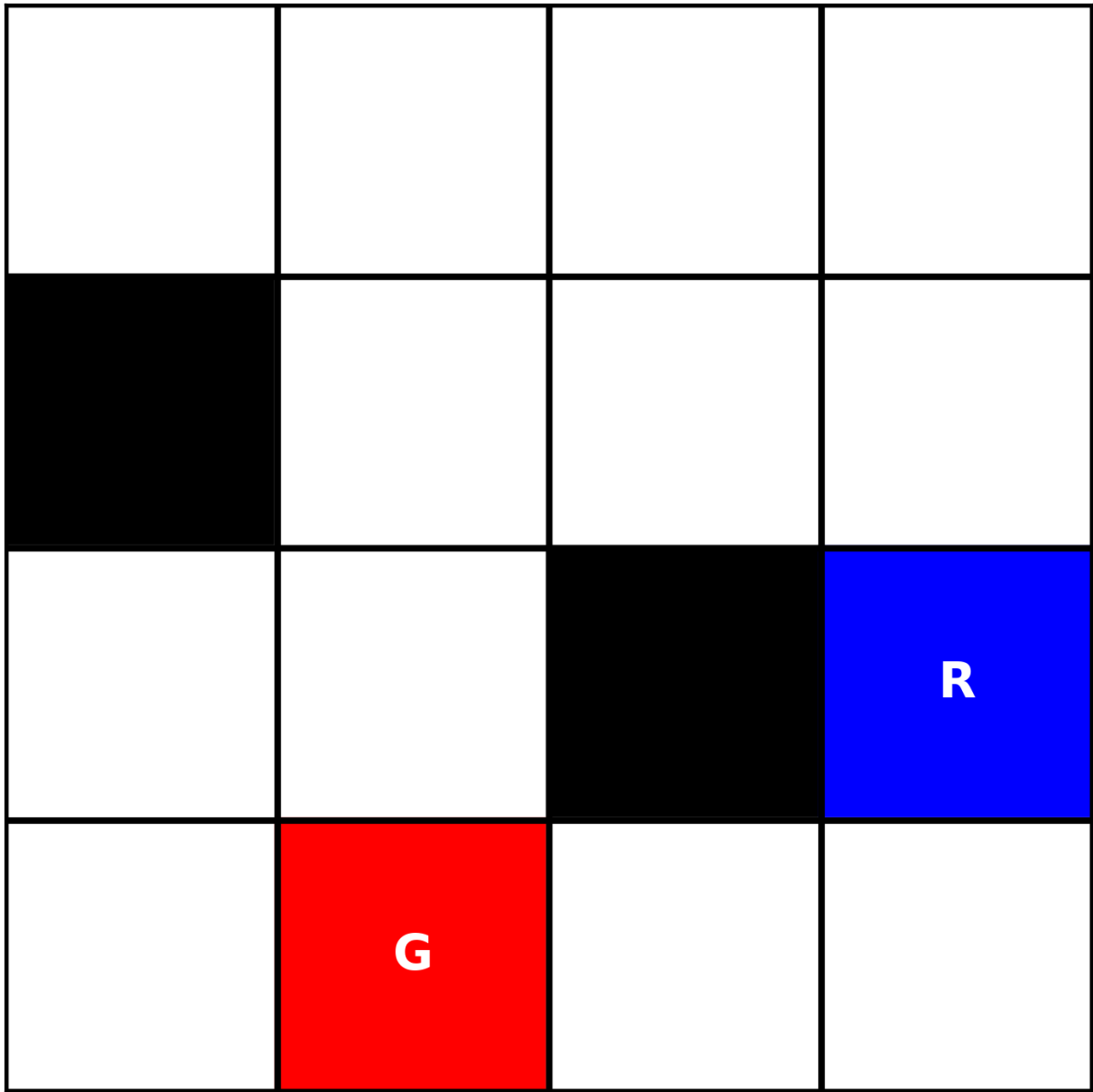
Goal position: (1, 3)

Obstacle positions: (0, 0), (0, 2)

SOLUTION:

(MOVE-RIGHT-FROM-TO (2, 2) (2, 3))

(MOVE-UP-FROM-TO (2, 3) (1, 3))



The grid has 4 rows, 4 columns

Start position: (2, 3)

Goal position: (3, 1)

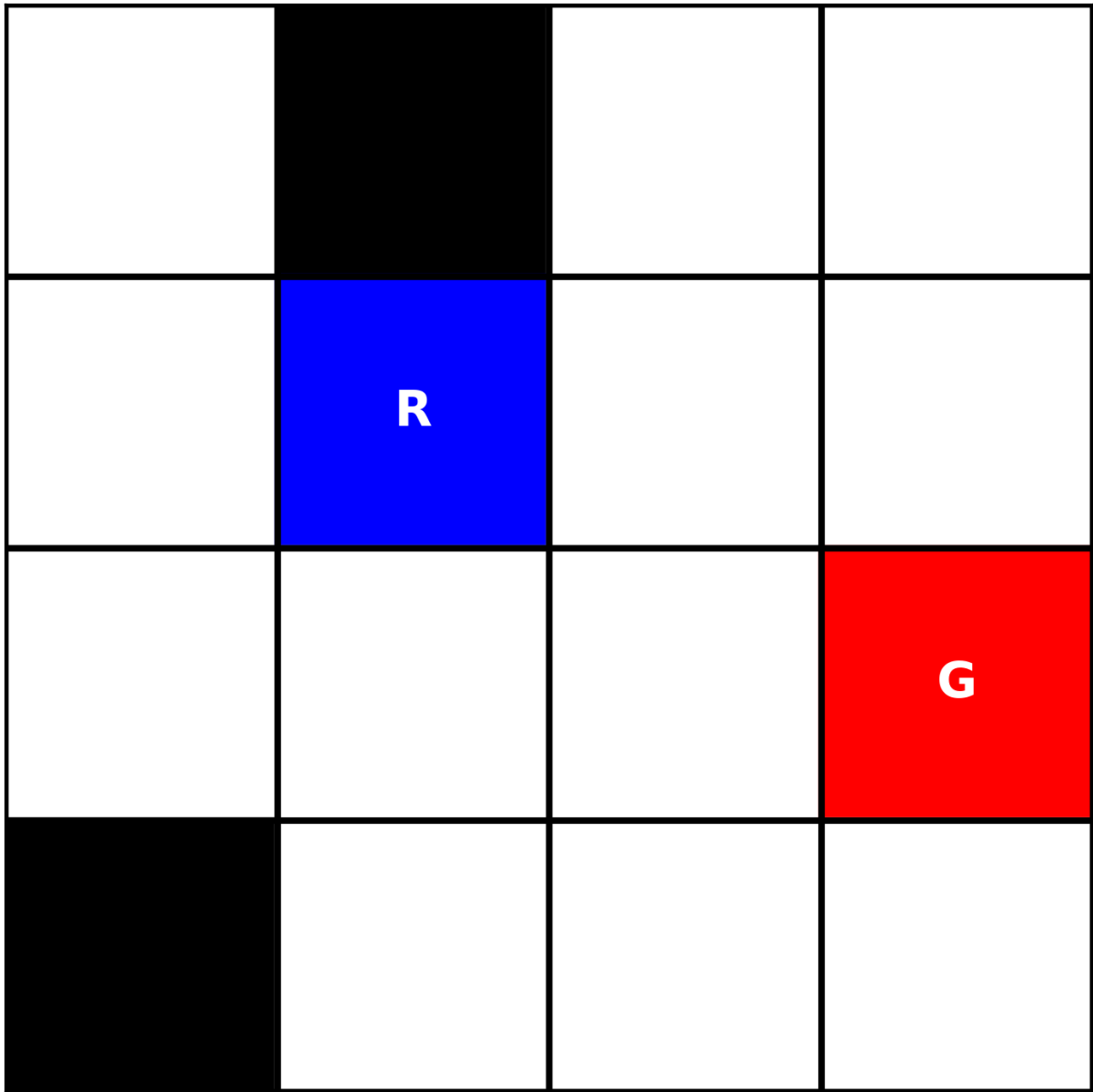
Obstacle positions: (1, 0), (2, 2)

SOLUTION:

(MOVE-RIGHT-FROM-TO (3, 1) (3, 2))

(MOVE-RIGHT-FROM-TO (3, 2) (3, 3))

(MOVE-UP-FROM-TO (3, 3) (2, 3))



The grid has 4 rows, 4 columns

Start position: (1, 1)

Goal position: (2, 3)

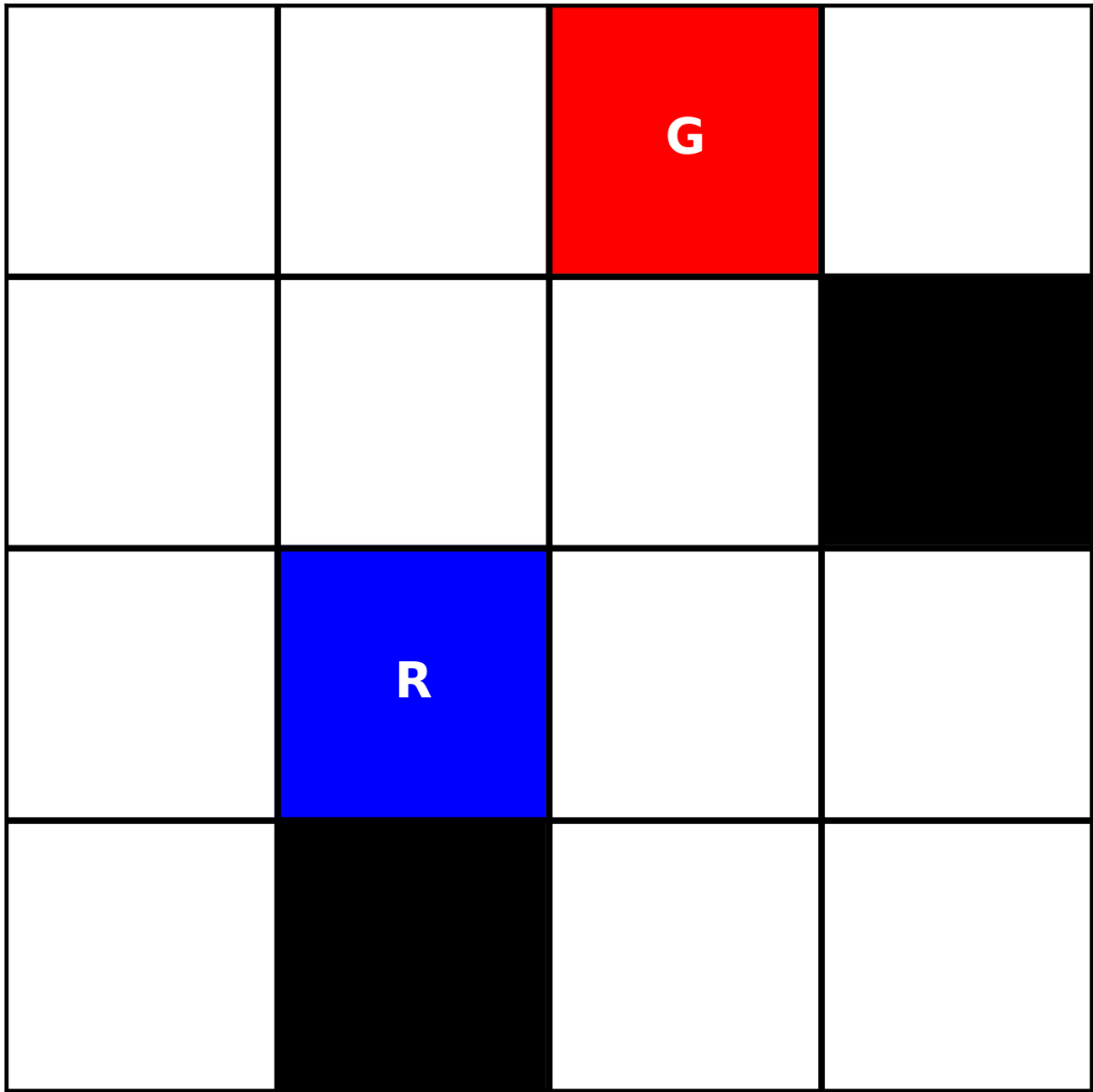
Obstacle positions: (0, 1), (3, 0)

SOLUTION:

(MOVE-DOWN-FROM-TO (1, 1) (2, 1))

(MOVE-RIGHT-FROM-TO (2, 1) (2, 2))

(MOVE-RIGHT-FROM-TO (2, 2) (2, 3))



The grid has 4 rows, 4 columns

Start position: (2, 1)

Goal position: (0, 2)

Obstacle positions: (1, 3), (3, 1)

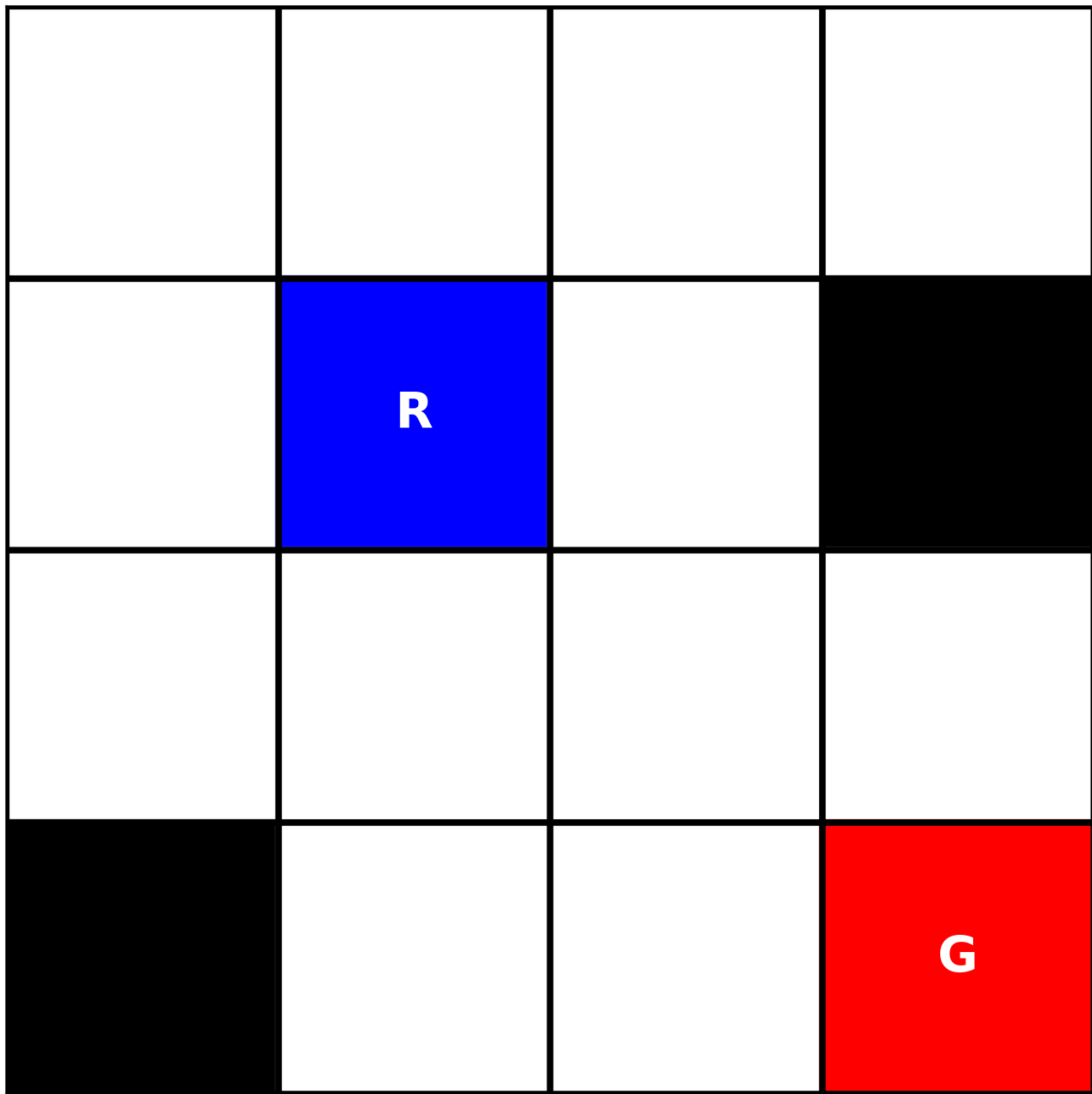
SOLUTION:

(MOVE-UP-FROM-TO (2, 1) (1, 1))

(MOVE-UP-FROM-TO (1, 1) (0, 1))

(MOVE-RIGHT-FROM-TO (0, 1) (0, 2))





The grid has 4 rows, 4 columns

Start position: (1, 1)

Goal position: (3, 3)

Obstacle positions: (1, 3), (3, 0)

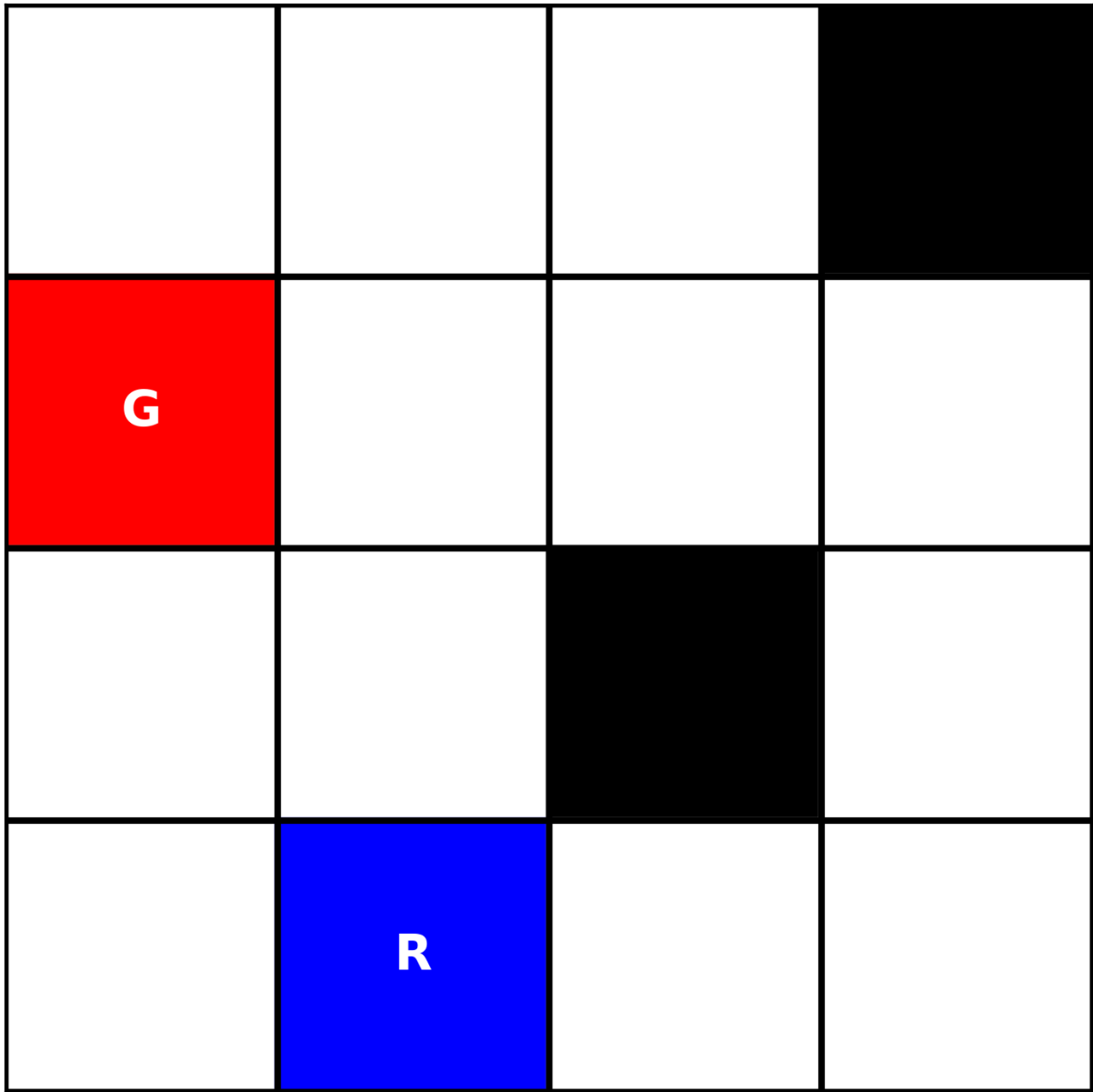
SOLUTION:

(MOVE-DOWN-FROM-TO (1, 1) (2, 1))

(MOVE-DOWN-FROM-TO (2, 1) (3, 1))

(MOVE-RIGHT-FROM-TO (3, 1) (3, 2))

(MOVE-RIGHT-FROM-TO (3, 2) (3, 3))



The grid has 4 rows, 4 columns

Start position: (3, 1)

Goal position: (1, 0)

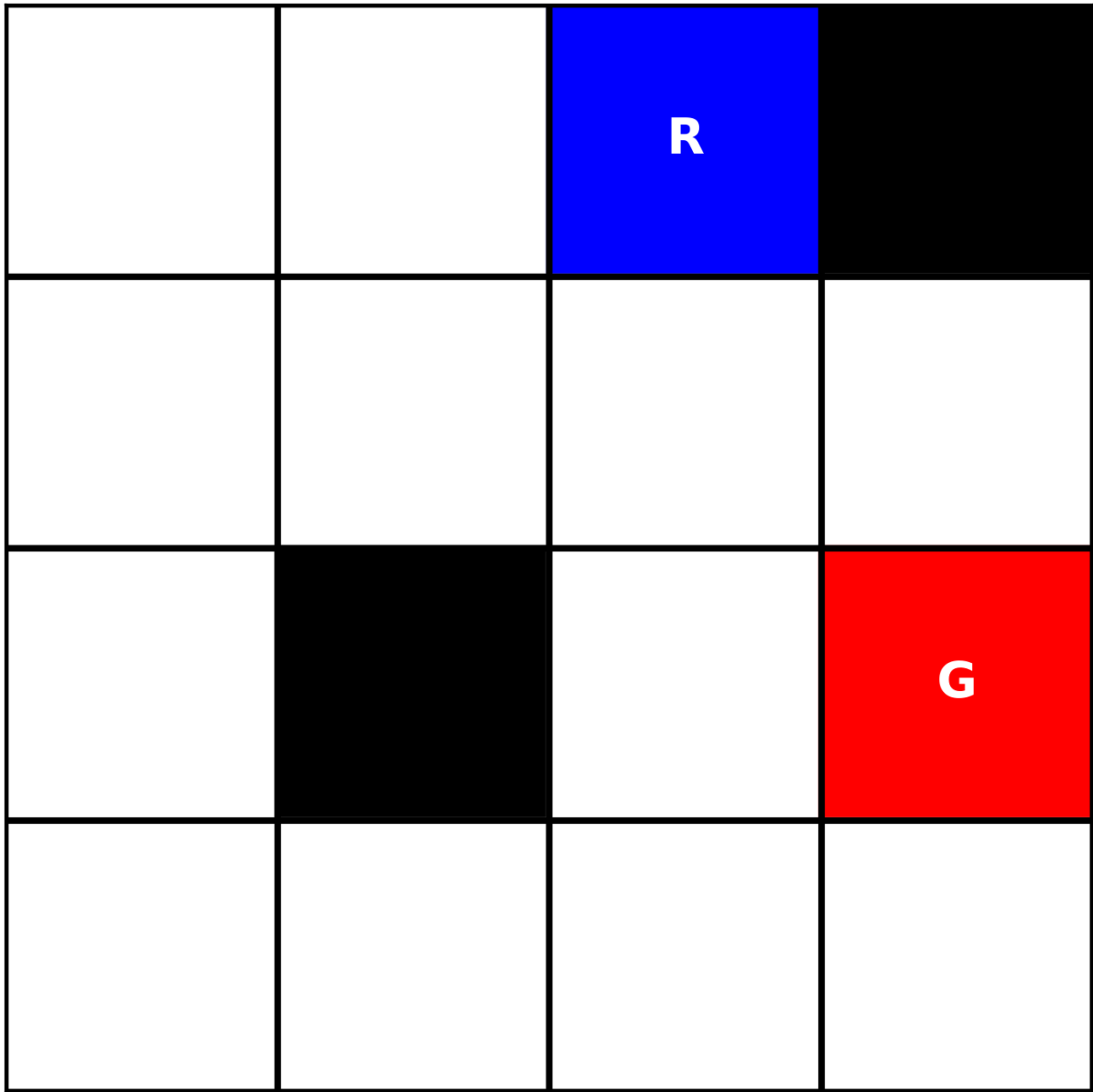
Obstacle positions: (0, 3), (2, 2)

SOLUTION:

(MOVE-LEFT-FROM-TO (3, 1) (3, 0))

(MOVE-UP-FROM-TO (3, 0) (2, 0))

(MOVE-UP-FROM-TO (2, 0) (1, 0))



The grid has 4 rows, 4 columns

Start position: (0, 2)

Goal position: (2, 3)

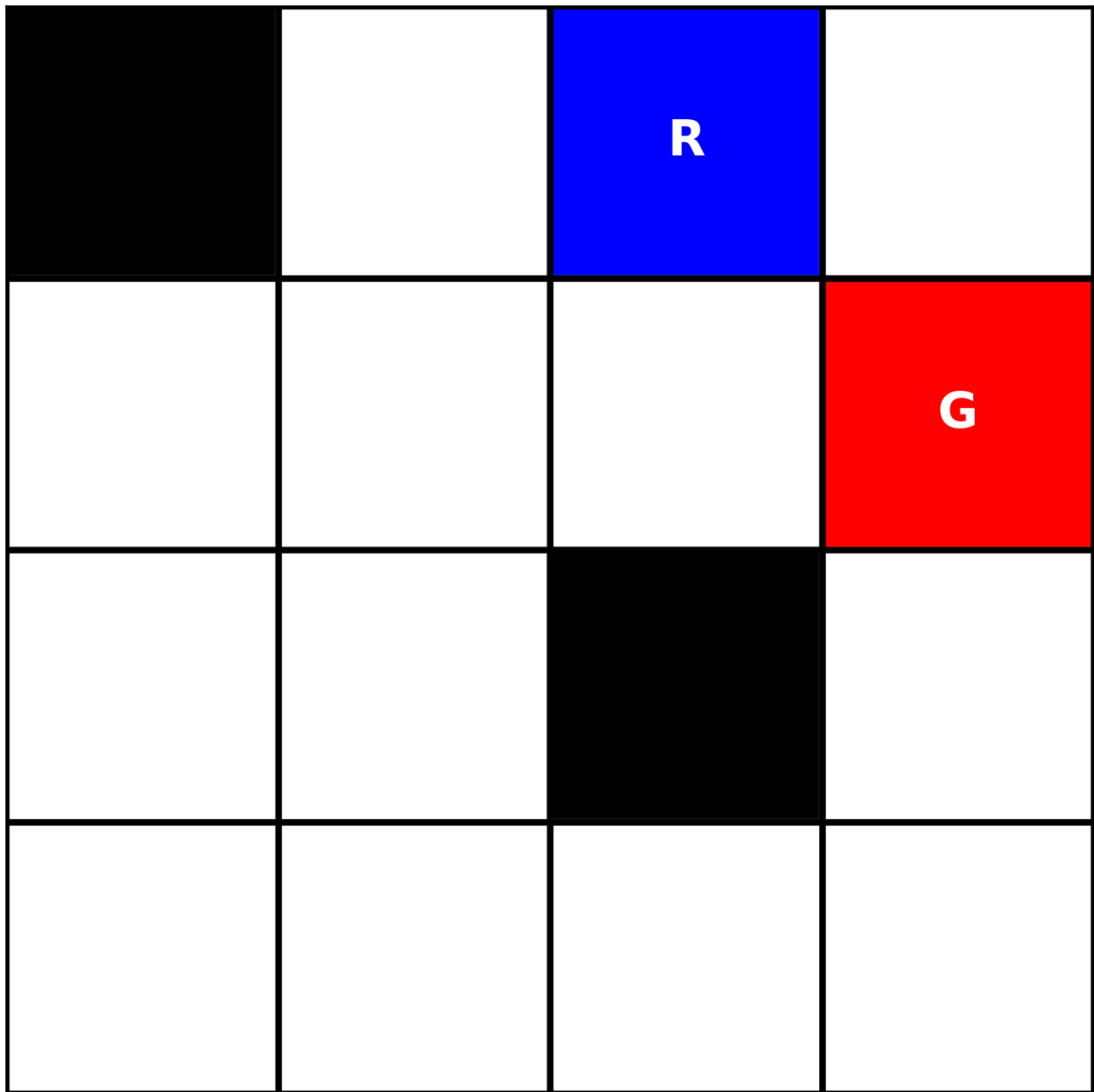
Obstacle positions: (0, 3), (2, 1)

SOLUTION:

(MOVE-DOWN-FROM-TO (0, 2) (1, 2))

(MOVE-DOWN-FROM-TO (1, 2) (2, 2))

(MOVE-RIGHT-FROM-TO (2, 2) (2, 3))



The grid has 4 rows, 4 columns

Start position: (0, 2)

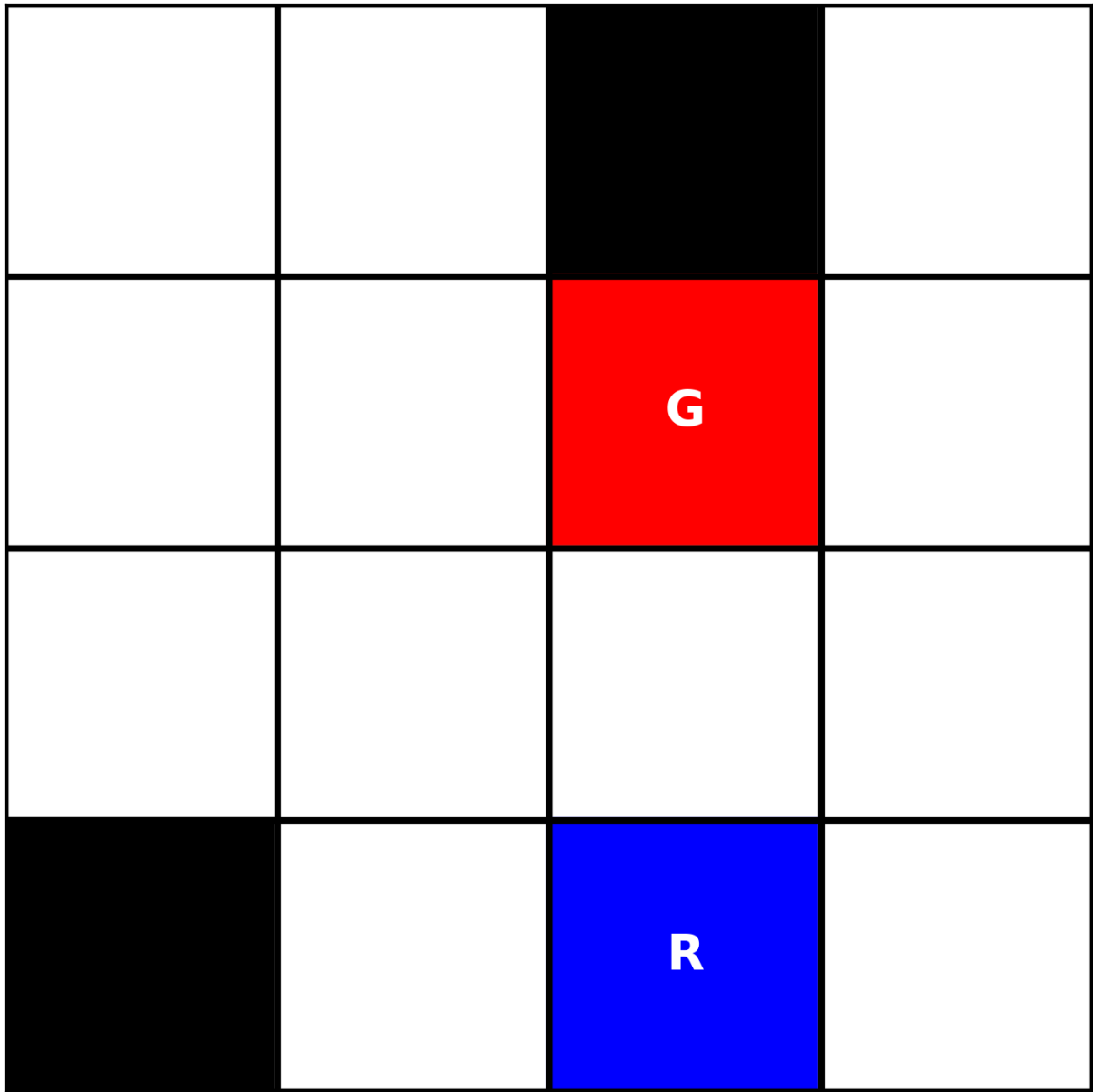
Goal position: (1, 3)

Obstacle positions: (0, 0), (2, 2)

SOLUTION:

(MOVE-DOWN-FROM-TO (0, 2) (1, 2))

(MOVE-RIGHT-FROM-TO (1, 2) (1, 3))



The grid has 4 rows, 4 columns

Start position: (3, 2)

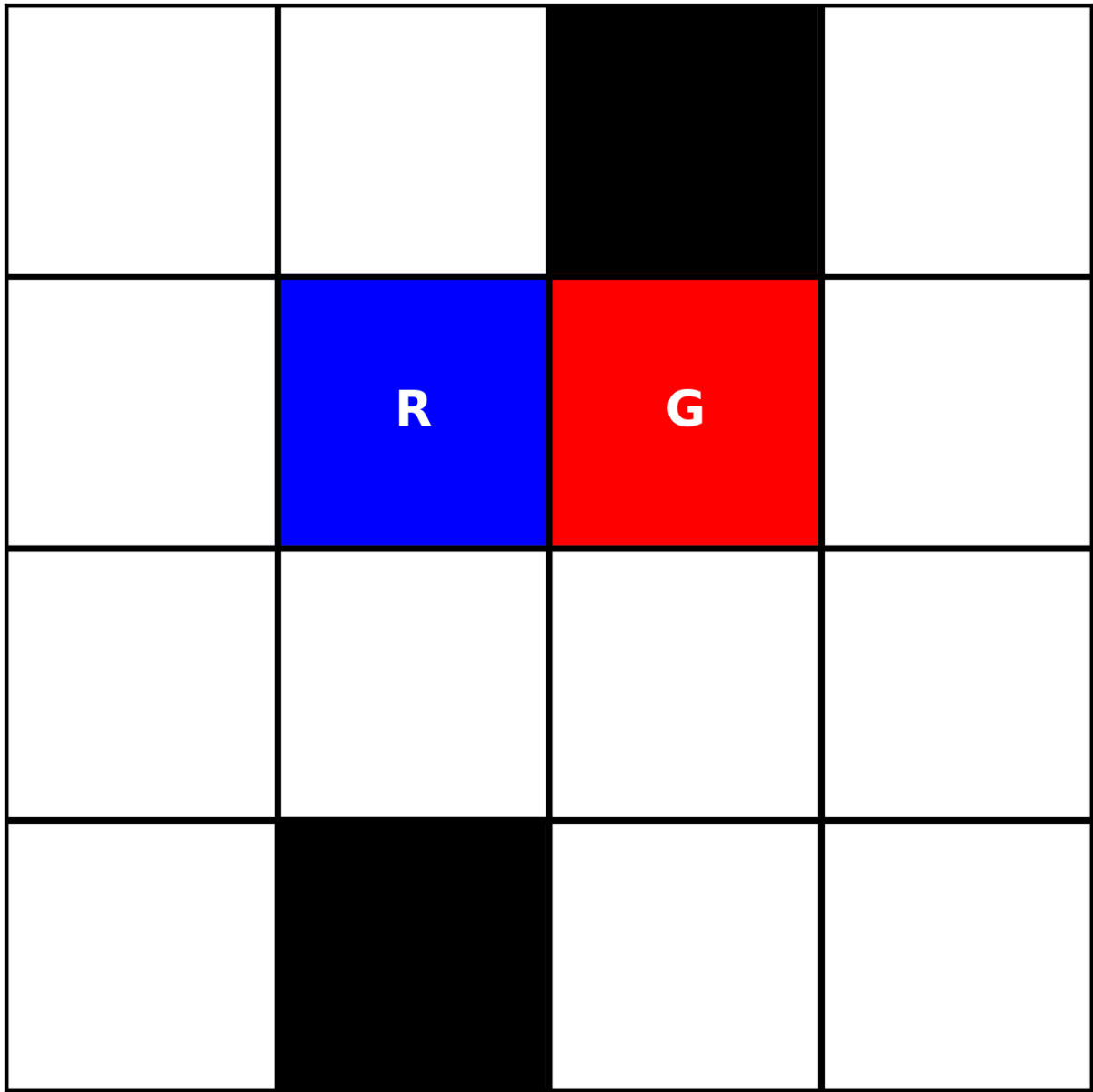
Goal position: (1, 2)

Obstacle positions: (0, 2), (3, 0)

SOLUTION:

(MOVE-DOWN-FROM-TO (1, 2) (2, 2))

(MOVE-DOWN-FROM-TO (2, 2) (3, 2))



The grid has 4 rows, 4 columns

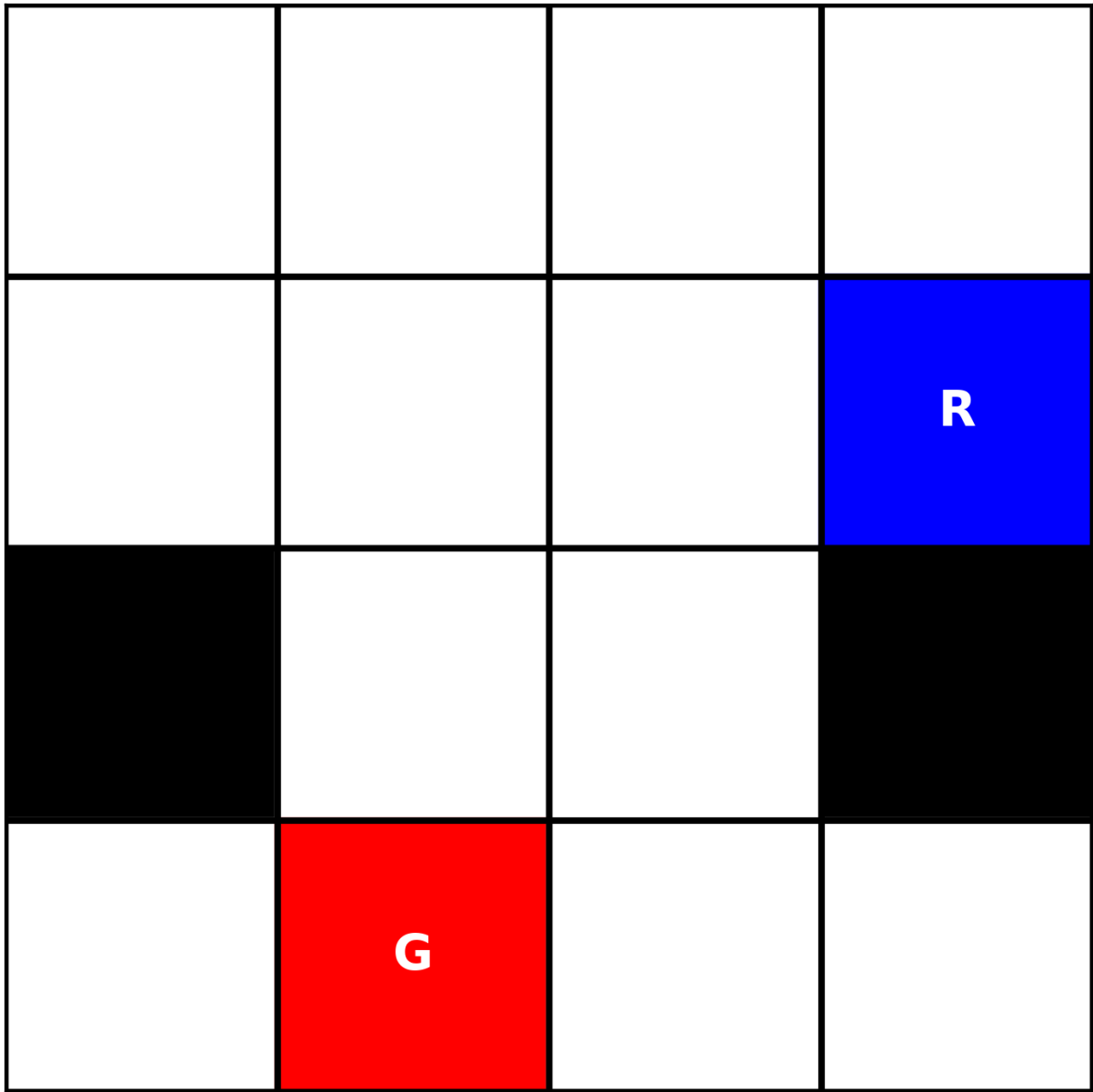
Start position: (1, 1)

Goal position: (1, 2)

Obstacle positions: (0, 2), (3, 1)

SOLUTION:

(MOVE-RIGHT-FROM-TO (1, 1) (1, 2))



The grid has 4 rows, 4 columns

Start position: (1, 3)

Goal position: (3, 1)

Obstacle positions: (2, 0), (2, 3)

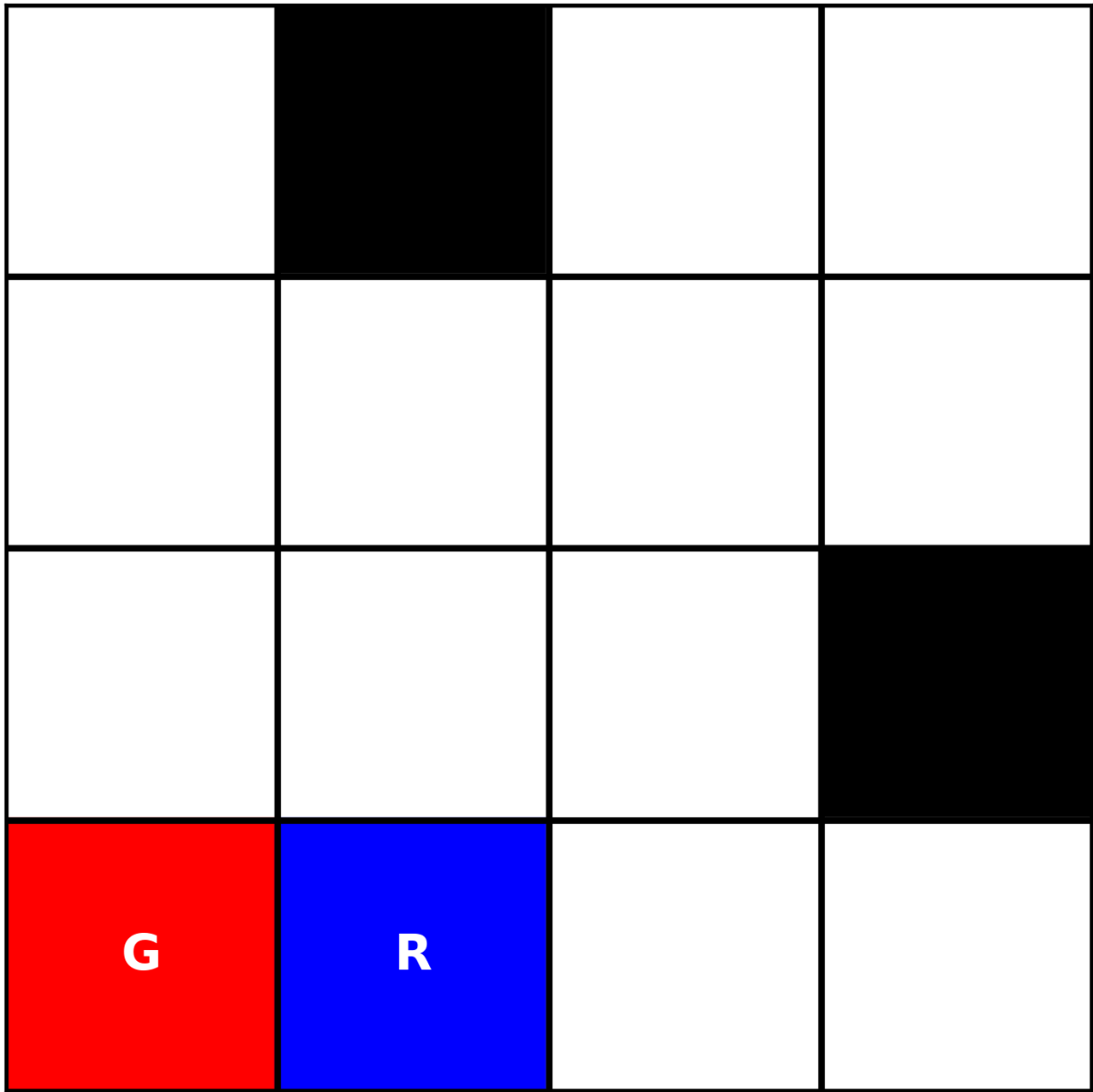
SOLUTION:

(MOVE-UP-FROM-TO (3, 1) (2, 1))

(MOVE-UP-FROM-TO (2, 1) (1, 1))

(MOVE-RIGHT-FROM-TO (1, 1) (1, 2))

(MOVE-RIGHT-FROM-TO (1, 2) (1, 3))



The grid has 4 rows, 4 columns

Start position: (3, 1)

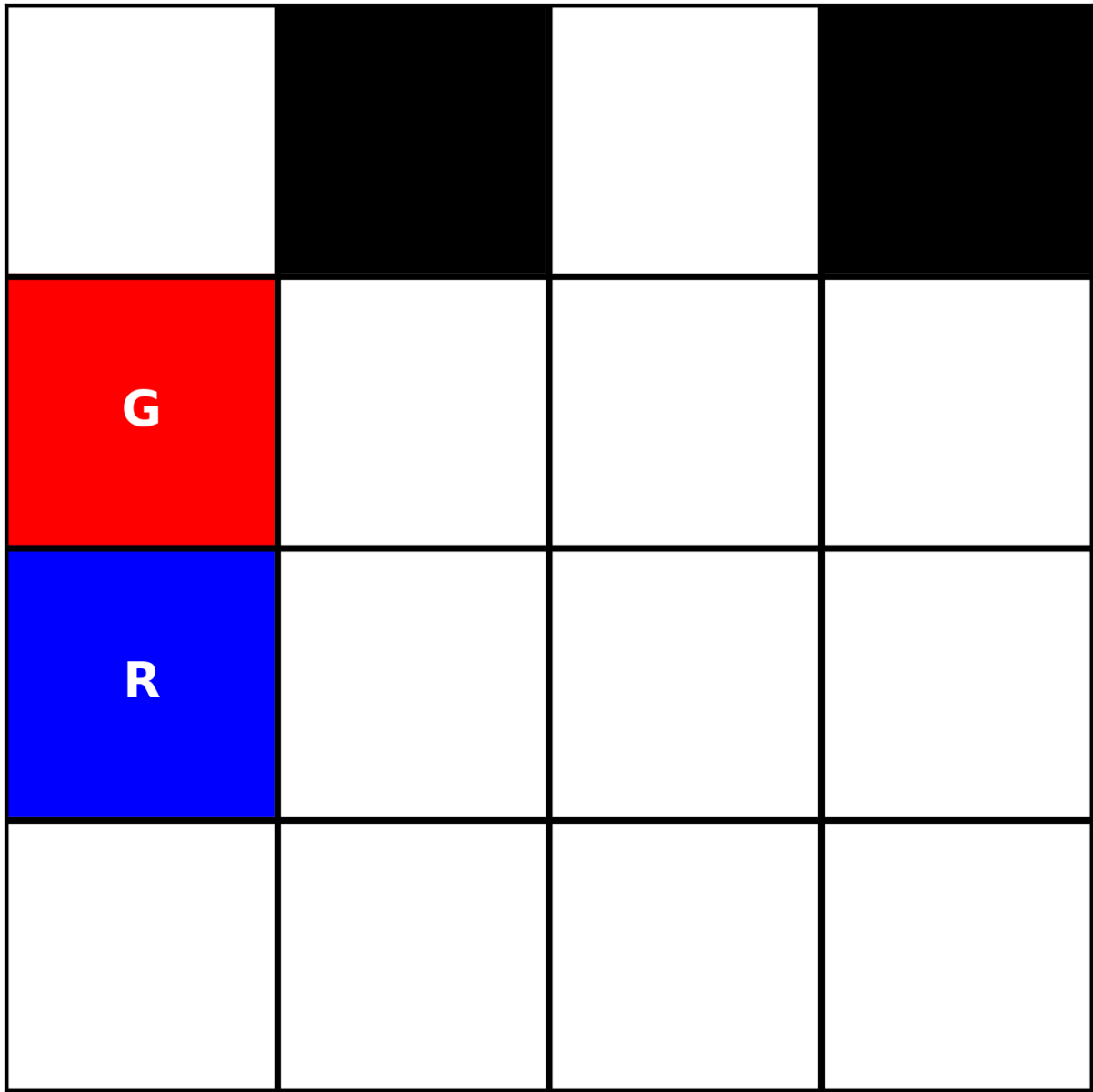
Goal position: (3, 0)

Obstacle positions: (0, 1), (2, 3)

SOLUTION:

(MOVE-LEFT-FROM-TO (3, 1) (3, 0))





The grid has 4 rows, 4 columns

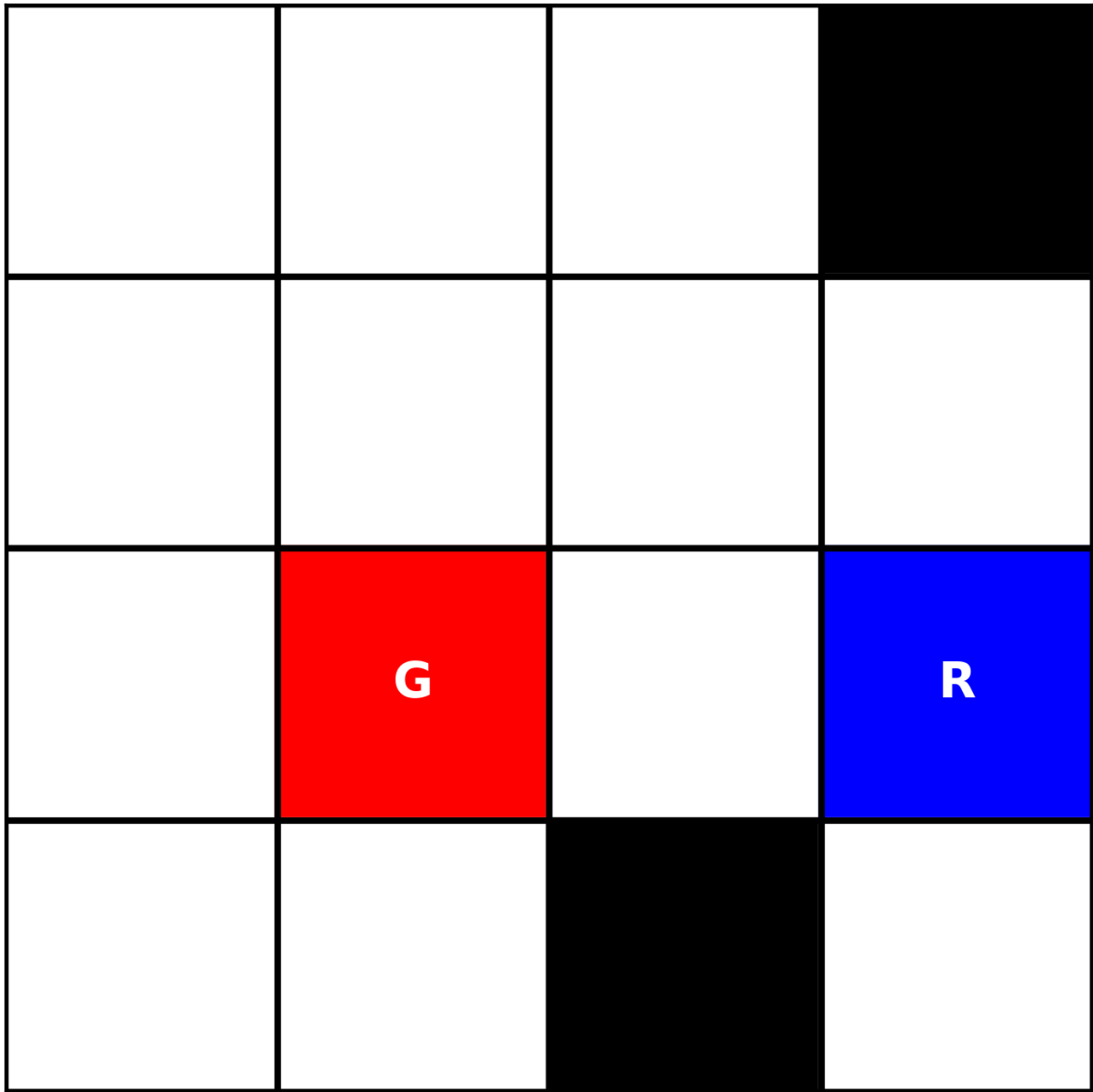
Start position: (2, 0)

Goal position: (1, 0)

Obstacle positions: (0, 1), (0, 3)

SOLUTION:

(MOVE-UP-FROM-TO (2, 0) (1, 0))



The grid has 4 rows, 4 columns

Start position: (2, 3)

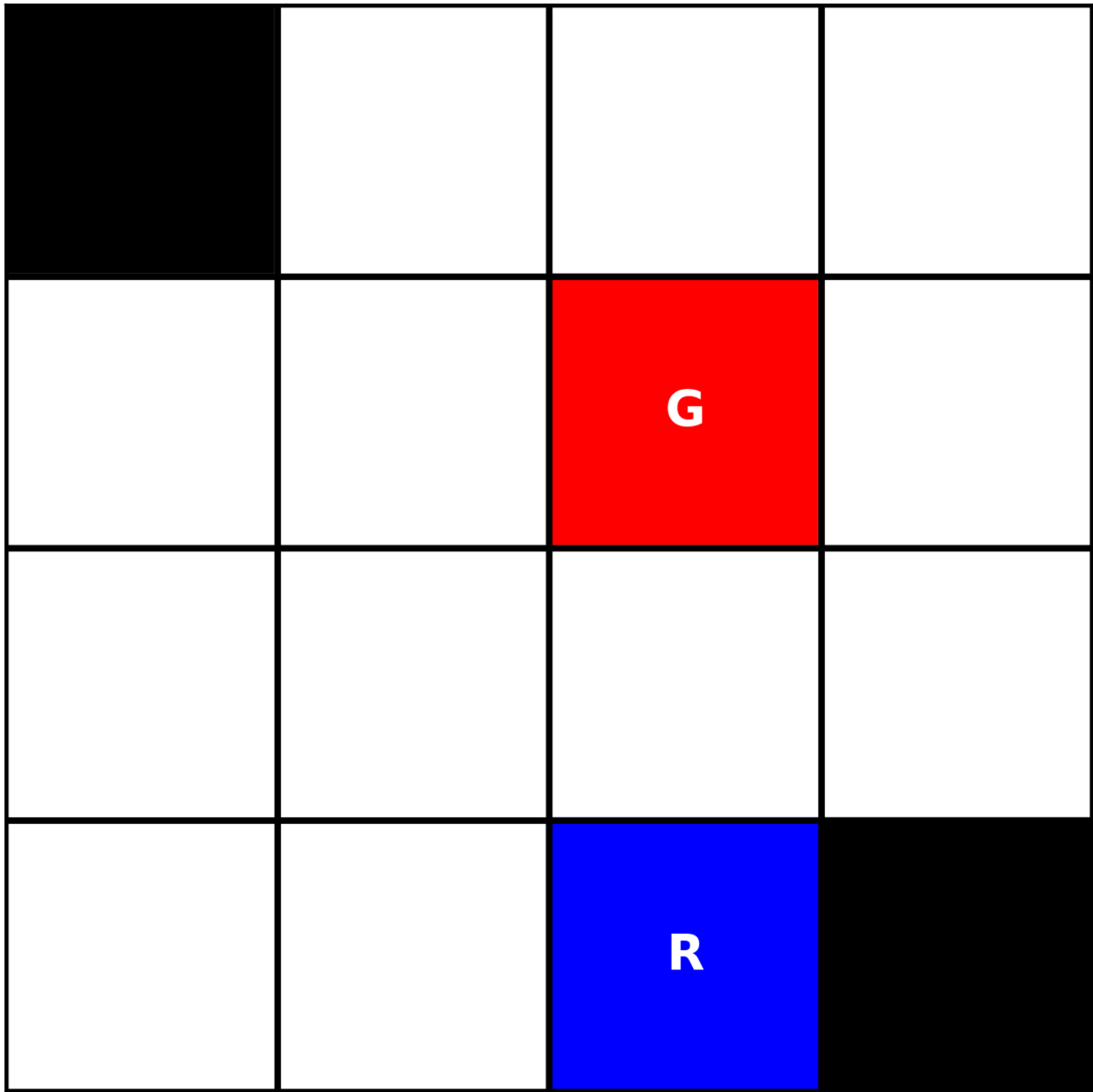
Goal position: (2, 1)

Obstacle positions: (0, 3), (3, 2)

SOLUTION:

(MOVE-LEFT-FROM-TO (2, 3) (2, 2))

(MOVE-LEFT-FROM-TO (2, 2) (2, 1))



The grid has 4 rows, 4 columns

Start position: (3, 2)

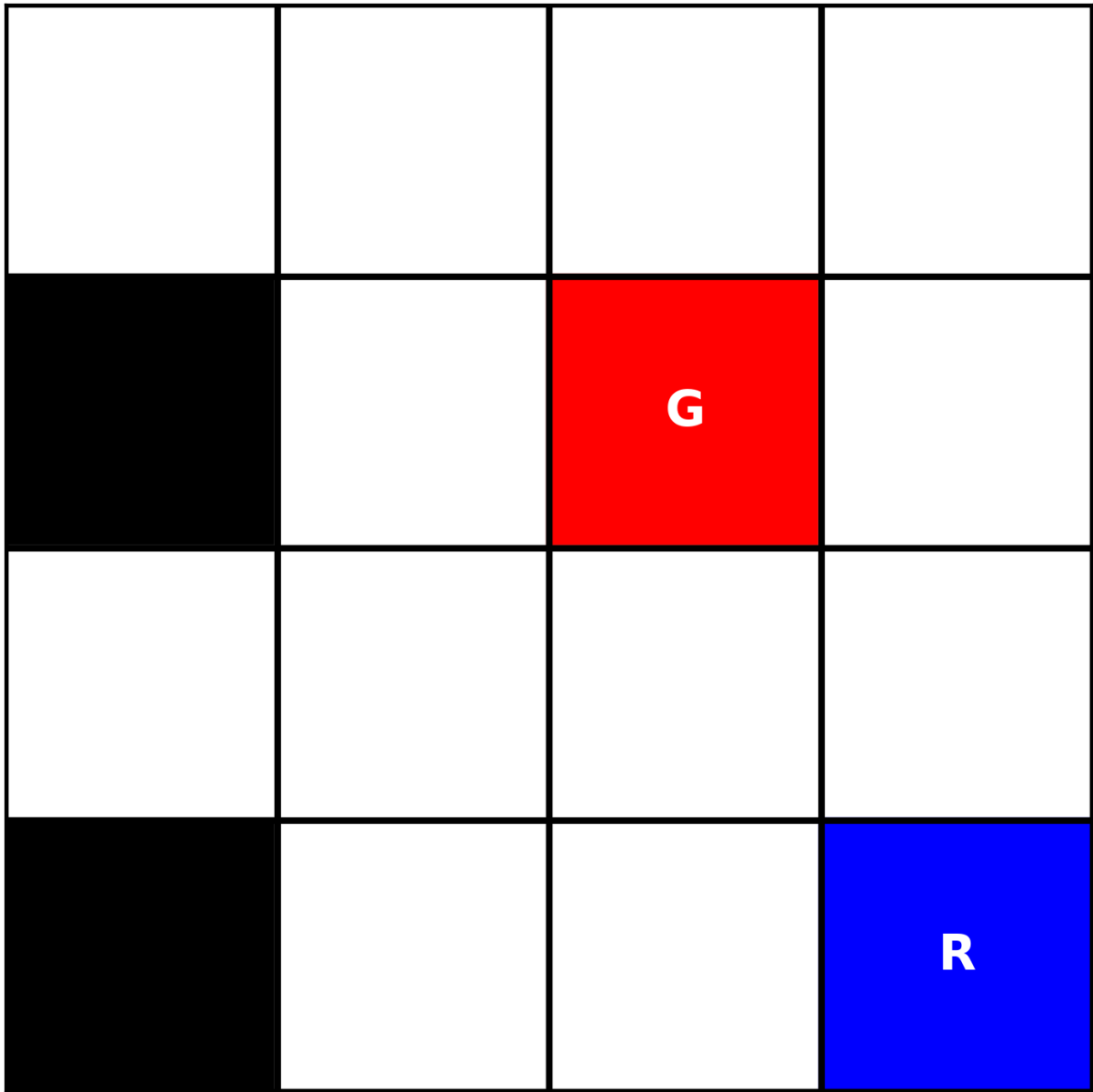
Goal position: (1, 2)

Obstacle positions: (0, 0), (3, 3)

SOLUTION:

(MOVE-UP-FROM-TO (2, 3) (2, 2))

(MOVE-UP-FROM-TO (2, 2) (1, 2))



The grid has 4 rows, 4 columns

Start position: (3, 3)

Goal position: (1, 2)

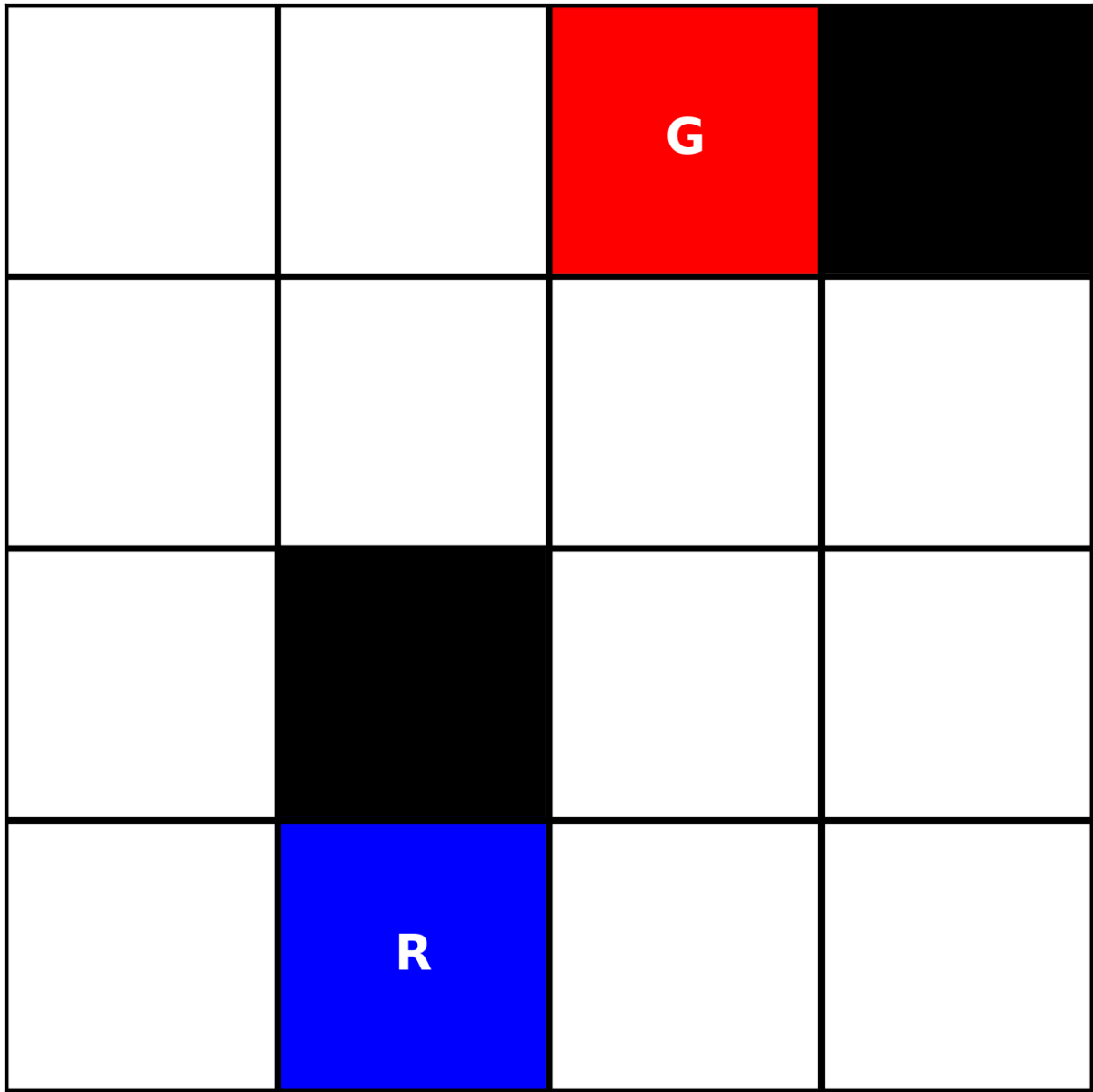
Obstacle positions: (1, 0), (3, 0)

SOLUTION:

(MOVE-LEFT-FROM-TO (3, 3) (3, 2))

(MOVE-UP-FROM-TO (3, 2) (2, 2))

(MOVE-UP-FROM-TO (2, 2) (1, 2))



The grid has 4 rows, 4 columns

Start position: (3, 1)

Goal position: (0, 2)

Obstacle positions: (0, 3), (2, 1)

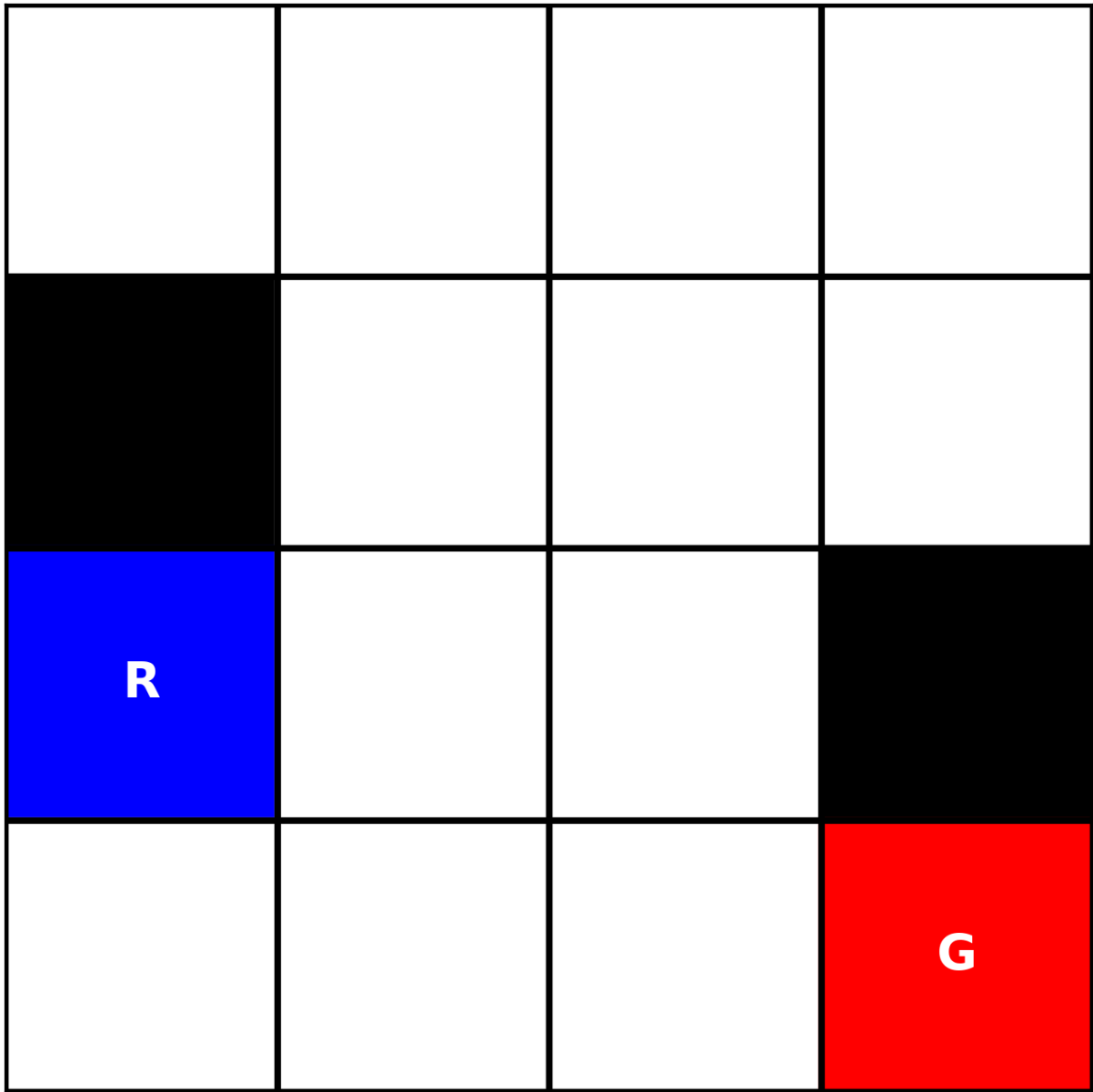
SOLUTION:

(MOVE-RIGHT-FROM-TO (3, 1) (3, 2))

(MOVE-UP-FROM-TO (3, 2) (2, 2))

(MOVE-UP-FROM-TO (2, 2) (1, 2))

(MOVE-UP-FROM-TO (1, 2) (0, 2))



The grid has 4 rows, 4 columns

Start position: (2, 0)

Goal position: (3, 3)

Obstacle positions: (1, 0), (2, 3)

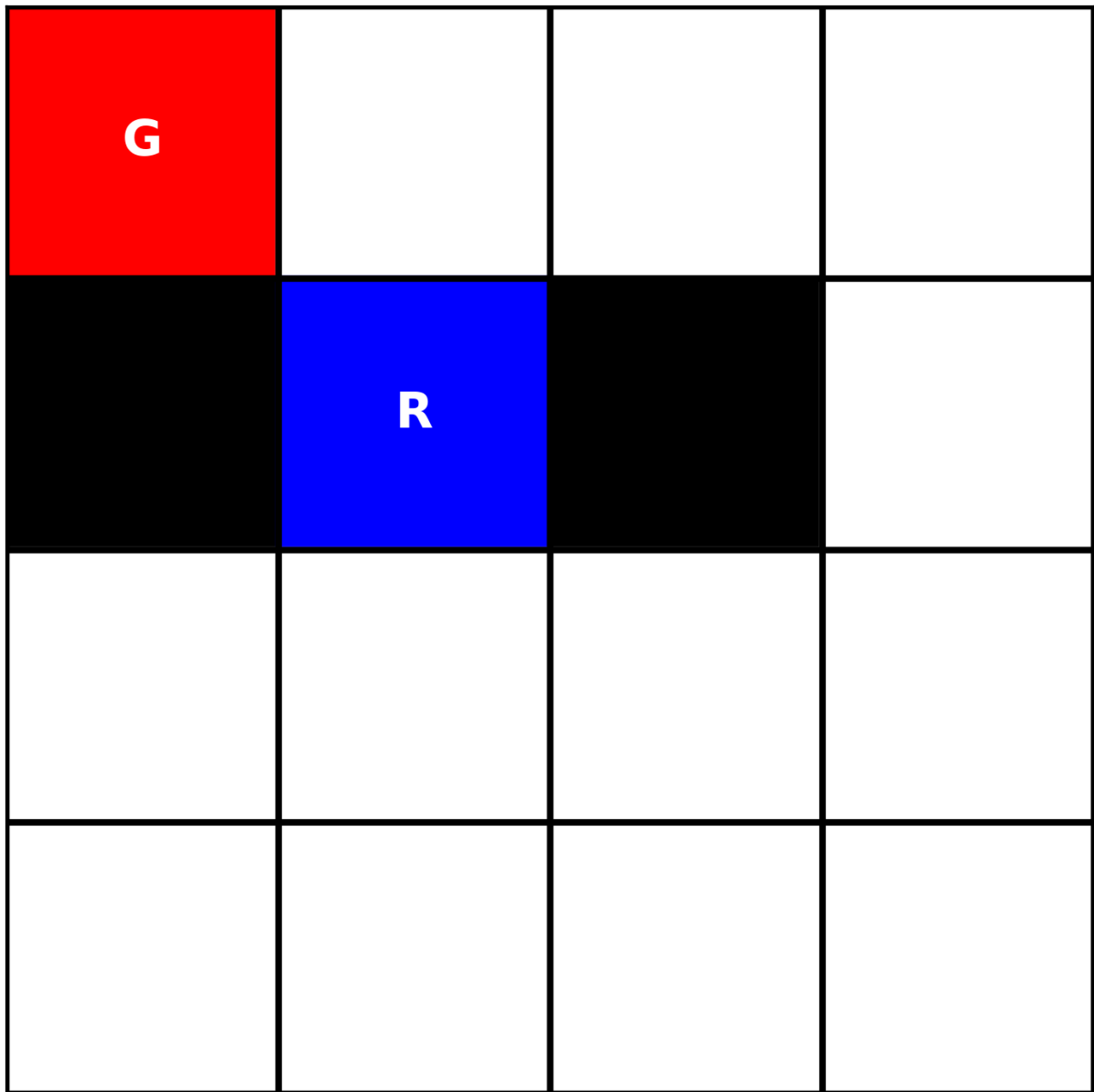
SOLUTION:

(MOVE-DOWN-FROM-TO (2, 0) (3, 0))

(MOVE-RIGHT-FROM-TO (3, 0) (3, 1))

(MOVE-RIGHT-FROM-TO (3, 1) (3, 2))

(MOVE-RIGHT-FROM-TO (3, 2) (3, 3))



The grid has 4 rows, 4 columns

Start position: (1, 1)

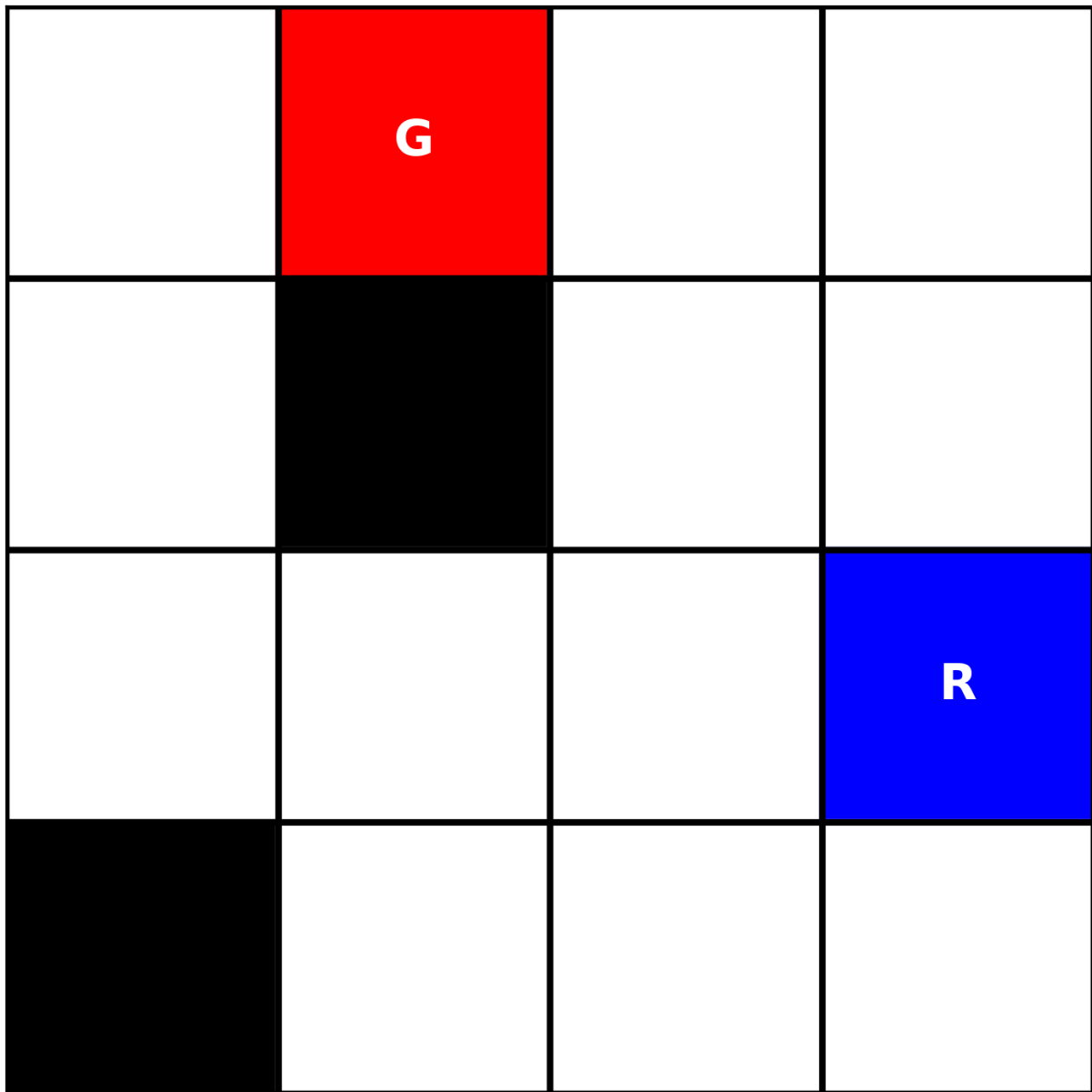
Goal position: (0, 0)

Obstacle positions: (1, 0), (1, 2)

SOLUTION:

(MOVE-UP-FROM-TO (1, 1) (0, 1))

(MOVE-LEFT-FROM-TO (0, 1) (0, 0))



The grid has 4 rows, 4 columns

Start position: (2, 3)

Goal position: (0, 1)

Obstacle positions: (1, 1), (3, 0)

SOLUTION:

(MOVE-UP-FROM-TO (2, 3) (1, 3))

(MOVE-UP-FROM-TO (1, 3) (0, 3))

(MOVE-LEFT-FROM-TO (0, 3) (0, 2))

(MOVE-LEFT-FROM-TO (0, 2) (0, 1))