

8 puzzle problem using iterative depth search bfs.

```
def bfs (src, target):
```

```
    visited_states = [ ]
```

```
    visited_states.append (src)
```

```
    arr = [src]
```

```
    C = 0
```

```
    while arr:
```

```
        C += 1
```

```
        if arr[0] == target:
```

```
            return True
```

```
        arr += possible_moves (arr[0], visited_states)
```

```
        arr.pop(0)
```

```
    return False.
```

```
def possible_moves (state, visited_states):
```

```
    b = state.index (-1)
```

```
    d = [ ]
```

```
    if b+3 in range (9):
```

```
        d.append ('d')
```

```
    if b-3 in range (9):
```

```
        d.append ('u')
```

```
    if b not in [0, 3, 6]:
```

```
        d.append ('l')
```

```
    if b not in [2, 5, 8]:
```

```
        d.append ('r')
```

```
    pos_moves = [ ]
```

for move in d:

pos-moves.append(genl state, move, b))

return [move for move in pos-moves if move  
not in visited-states]

def gen (state, direction, blank-spot):  
temp = state.copy()

if direction == 'd':

a = temp[blank-spot + 3]

temp[blank-spot + 3] = temp[blank-spot]

temp[blank-spot] = a

elif direction == 'u':

a = temp[blank-spot - 3]

temp[blank-spot - 3] = temp[blank-spot]

temp[blank-spot] = a

elif direction == 'l':

a = temp[blank-spot - 1]

temp[blank-spot - 1] = temp[blank-spot]

temp[blank-spot] = a

elif direction == 'r':

a = temp[blank-spot + 1]

temp[blank-spot + 1] = temp[blank-spot]

temp[blank-spot] = a

return temp.