

## EXPERIMENT : 31

**Write a program to solve the classical Water Jug problem of Artificial Intelligence using python.**

Program:

```
# This function is used to initialize the
# dictionary elements with a default value.

from collections import defaultdict

# jug1 and jug2 contain the value
# for max capacity in respective jugs
# and aim is the amount of water to be measured.

jug1, jug2, aim = 4, 3, 2

# Initialize dictionary with
# default value as false.

visited = defaultdict(lambda: False)

# Recursive function which prints the
# intermediate steps to reach the final
# solution and return boolean value
# (True if solution is possible, otherwise False).

# amt1 and amt2 are the amount of water present
# in both jugs at a certain point of time.

def waterJugSolver(amt1, amt2):

    # Checks for our goal and
    # returns true if achieved.

    if (amt1 == aim and amt2 == 0) or (amt2 == aim and amt1 == 0):
        print(amt1, amt2)
        return True

    # Checks if we have already visited the
```

```

# combination or not. If not, then it proceeds further.

if visited[(amt1, amt2)] == False:
    print(amt1, amt2)

    # Changes the boolean value of
    # the combination as it is visited.
    visited[(amt1, amt2)] = True

    # Check for all the 6 possibilities and
    # see if a solution is found in any one of them.

    return (waterJugSolver(0, amt2) or
            waterJugSolver(amt1, 0) or
            waterJugSolver(jug1, amt2) or
            waterJugSolver(amt1, jug2) or
            waterJugSolver(amt1 + min(amt2, (jug1-amt1)),
                           amt2 - min(amt2, (jug1-amt1))) or
            waterJugSolver(amt1 - min(amt1, (jug2-amt2)),
                           amt2 + min(amt1, (jug2-amt2)))))

# Return False if the combination is
# already visited to avoid repetition otherwise
# recursion will enter an infinite loop.

else:
    return False

print("Steps: ")

# Call the function and pass the
# initial amount of water present in both jugs.

waterJugSolver(0, 0)

```

**OUTPUT:**

Steps:

0 0

4 0

4 3

0 3

3 0

3 3

4 2

0 2