af Implement A' search algorithm b) Implement Hell climbing Algorithm for 8 Queen To Shortest path from initial point to the goal point) and Desume goal state or end

State to 6 Visited and Univisited nodes to be Then pock the noder as provity queues and delest the noder which is closer to the end node f (Score) - g(score) + h (score) g (score)- à actual distance travelled so for Then check the neighbour node and update the path a Add neighbeur state which down't get Visited with a lower score before Tout the nodes to obtain the path which has Travelled

goal states placing all queen on the board such that they cannot attack each other def Calculate attacking n= len (board) for in range (n): for in songe (iti, 1); of board (i) = board sig en abs (bound [:] = board () -- abs (-- i). Cettacky + = 1 setuen attacks def a tar & queen (n=0); open det - Privarity Queue () open set put (([0,1])) for col in dange (a): new board = board + [col] 9-Score - les (reverboard) h-score - reludate - attaking pari (new board The output will be

Implementing Will Clinking Algorithm & Dieser deb hill clinbing (n=8);
board = [xandem. randert (o in-1)

for; m range (n) while Bre; current attacky - calculate attacking pairs (board)

if current attacky = =0; setur board; for row in dang (n); if col (- board { some pair of queen attacking each other of attenty then others to itale original State of no check the parties to fine There should be no attack for the rody Solution found: [0, 4, 3] Output from Will Climbing
Solution found;

[M. 1.5, 0, 6, 3, 7, 2]