





Step 2	Algorithm: project). : start initialize start state and goalstate
step 3.	heuristic (state) find no. of mismatched entries:
step4:	net van value.
	Find the houristic values of all the states in the same level min (g+n) for each state.
sleps:	Change current state to the state which has minimum of grn
pigs	check if the current state == goal state netwen true
	else catt the puzzele () iteratively