

**A**  
**LAB REPORT**  
**ON**  
**Artificial Intelligence In Education**

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# 1 Write programs for Hangman (implementation of simple intelligent agent)

## 1.1 Source code

```
import random

words=['apple`,`banana`,`cherry`,`durian`,`elderberry`,`fig`,`grape`]

word =random.choice(words)

word_progress=['_' for i in range (len(word))]

max_guesses=6

incorrect_guesses=[]

letter_frequency={}
for w in words:
    for letter in w:
        if letter in letter_frequency:
            letter_frequency[letter]+=1

else:
    letter_frequency[letter]=1

sorted_letters=sorted( letter_frequency, key=letter_frequency.get, reverse=True)

def intelligent_guess(word_progress,incorrect_guesses,sorted_letters):
    for letter in sorted_letters:
        if letter not in word_progress and letter not in incorrect_guesses:
            return letter
    return None

while True:

    print(''.join(word_progress))

    guess=intelligent_guess(word_progress,incorrect_guesses,sorted_letters)
    print(f"Agent guesses:{guess}")

    if guess in incorrect_guesses or guess in word_progress:
        print("Agent guessed a letter that was already guessed!")
        continue

    if guess in word:

        for i in range(len(word)):

            if word[i]== guess:
                word_progress[i]=guess
            print("Correct!")
        else:
```

```

incorrect_guesses.append(guess)
print("Incorrect")

if '_' not in word_progress:
    print("Congratulations, the agent has won!")
    break

if len(incorrect_guesses) >= max_guesses:
    print("Sorry, the agent has lost. The word was '{word}'.")
    break

```

## 1.2 Output Window

```

● rajesh@rajesh:~$ python3 hangman.py

_ _ _ _ _
Agent guesses: r _ _ _
Correct!

_ _ _ _ r _ _ r r _
Agent guesses: a _ _ _
Incorrect!

_ _ _ _ r _ _ r r _
Agent guesses: e _ _ _
Correct!

e _ _ e r _ e r r _
Agent guesses: p _ _ _
Incorrect!

e _ _ e r _ e r r _
Agent guesses: n _ _ _
Incorrect!

e _ _ e r _ e r r _
Agent guesses: l _ _ _
Correct!

e l _ e r _ e r r _
Agent guesses: b _ _ _
Correct!

e l _ e r b e r r _
Agent guesses: y _ _ _
Correct!

e l _ e r b e r r y
Agent guesses: d _ _ _
Correct!
Congratulations, the agent has won!
○ rajesh@rajesh:~$ █

```

## 2 Write programs for BFS from queue import Queue

### 2.1 Source code

From queue import Queue

```
graph={
'A': ['B', 'C'],
'B': ['D', 'E'],
'C': ['F'],
'D': [],
'E': ['F'],
'F': []
}

def bfs(graph, start):

visited=set()

queue=Queue()

queue.put(start)

while not queue.empty():

node=queue.get()
if node not in visited:

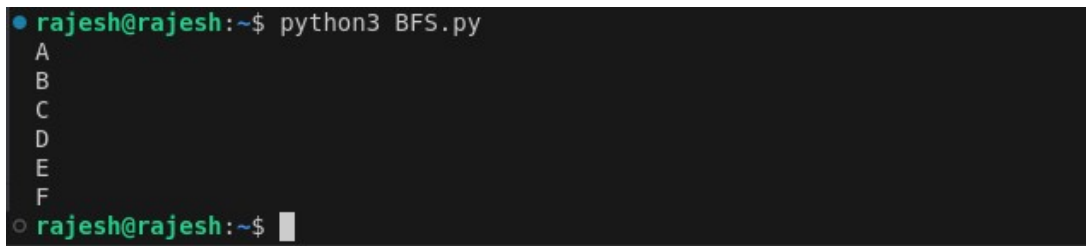
print(node)

visited.add(node)

for neighbor in graph[node]:
if neighbor not in visited:
queue.put(neighbor)

bfs(graph,'A')
```

### 2.2 Output Window

A terminal window with a dark background. The prompt is 'rajesh@rajesh:~\$' followed by the command 'python3 BFS.py'. The output is a vertical list of nodes: 'A', 'B', 'C', 'D', 'E', 'F'. Below the output, the prompt 'rajesh@rajesh:~\$' is shown again with a cursor.

```
● rajesh@rajesh:~$ python3 BFS.py
A
B
C
D
E
F
○ rajesh@rajesh:~$ █
```

## 3 Write programs for DFS.

### 3.1 Source code

```
graph={
'A': ['B', 'C'],
'B': ['D', 'E'],
'C': ['F'],
'D': [],
'E': ['F'],
'F': []
}

def dfs(graph, start, visited=None):

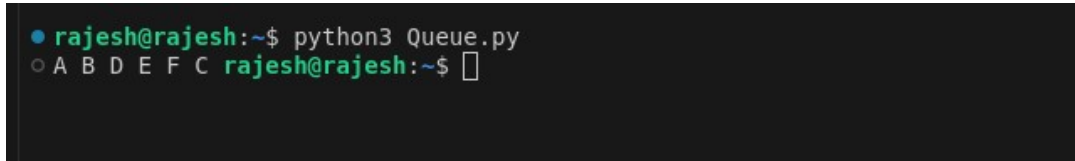
    if visited is None:
        visited=set()

    visited.add(start)
    print(start,end='')

    recursively
    for neighbor in graph[start]:
        if neighbour not in visited:
            dfs(graph,neighbour,visited)

dfs(graph, 'A')
```

### 3.2 Output Window



```
● rajesh@rajesh:~$ python3 Queue.py
○ A B D E F C rajesh@rajesh:~$ □
```

## 4 Write a program for A\*

### 4.1 Source code

```
Import heapq
grid=[
[0,1,0,0,0],
[0,1,0,1,0],
[0,0,0,1,0],
[1,1,0,0,0],
[0,0,0,1,0]
]

start=(0,0)
goal(4,4)
def heuristic(a,b):
    return abs(a[0]-v[0])+abs(a[1]-b[1])

def astar(grid,start,goal):
    rows,cols=len(grid),len(grid[0])
    open_set=[]
```

```

heapq.heappush(open_set,(0,start))
came_from={}
g_score={start:0}
f_score={start:heuristic(start,goal)}

while open_set:
current=heapq.heappop(open_set)[1]

if current==goal:
path=[]
while current in came_from:
path.append(current)
current=came_from[current]
path.reverse()
return path

neighbors=[(current[0]+i,current[1]+j) for i,j in [(-1,0),(1,0),(0,-1),(0,1)]]
valid_neighbors=[n for n in neighbors if 0 <=n[0]<rows and 0 <=n[1]<cols and grid[n[0]]
[n[1]]==0]

for neighbor in valid_neighbors:
tentative_g_score=g_score[current]+1
if neighbor not in g_score or tentative_g_score<g_score[neighbor]:
came_from[neighbor]=current
g_score[neighbor]=tentative_g_score

f_score[neighbor]=tentative_g_score+heuristic(neighbor,goal)
heapq.heappush(open_set,(f_score[neighbor],neighbor))
return None

path=astar(grid,start,goal)
if path:
print("Path found:",path)
else:
print("No path found")

```

## 4.2 Output Window

```
● rajesh@rajesh:~$ python3 Astar.py
Path found: [(0, 0), (1, 0), (2, 0), (2, 1), (2, 2), (3, 2), (3, 3), (3, 4), (4, 4)]
○ rajesh@rajesh:~$
```

## 5 Write programs for Greedy Best First

### 5.1 Source code

```
InputGraph={
'A':[( 'B', 4), ( 'D', 12)],
'B':[( 'A', 9), ( 'C', 4)],
'C':[( 'D', 4), ( 'B', 7)],
'D':[( 'A', 9), ( 'C', 5)]
}

goal="C"

def gbfs(graph,start):

queue=[(start,0)]
visitedNodes=[]

while queue:
queue=sorted(queue,key=lamda x:x[1])

node,heuristic=queue.pop(0)
if node not in visitedNodes:
visitedNodes.append(node)
if node==goal:
break
neighbors =graph[node]
for neighbor in neighbors:
queue.append(neighbor)
return visitedNodes
print(gbfs(inputGraph,"A"))
```

### 5.2 Output Window

```
● rajesh@rajesh:~$ python3 greedyFirst.py
['A', 'B', 'C']
○ rajesh@rajesh:~$
```