

Ans to the ques no. 1

gtp = [

- (1, 1, 1),
- (2, 3, 1),
- (3, 1, 2)
- (4, 3, 2)
- (5, 1, 3)
- (6, 2, 3)
- (7, 2, 2)
- (8, 3, 3)

]

gblk = (2, 1)

lp = [

- (1, 1, 1),
- (2, 2, 1),
- (3, 3, 1),
- (4, 1, 2),
- (5, 2, 2),

(8, 1, 1)

(2, 3, 3)

[

(8, 2) = 1010

d = j

d = N

(F = 1, j)

L + N = N

L + j = 1

(6, 3, 2),

(7, 1, 3),

(8, 2, 3)

]

blank = (3, 3)

i = 0

h = 0

while (i <= 7):

if ((gtp[i][1] != tp[i][1]
or gtp[i][2] != tp[i][2])):

h = h + 1

i = i + 1

print("Heuristic 1: (" + h + ")")

Ans to the ques no. 2

neighbor (a, d, 2).

neighbor (d, c, 2).

neighbor (c, e, 3).

neighbor (e, i, 4).

neighbor (e, h, 3).

neighbor (h, g, 6).

neighbor (g, f, 4).

neighbor (g, b, 1).

path (x, y, D):-

neighbor (x, y, D), !

path (x, y, D): -

neighbor (x, z, D1), path (z, y, D2),
D is $D1 + D2$.

mainfunc: -

write ('Start Node: '), read(x),
 write ('End Node: '), read(y),
 write ('Distance: '), path(x, y, D),
 write(D), tab(2), fail.

.(x, y, D) modnpier

.(x, y, D) modnpier

.(x, y, D) modnpier

.(x, y, D) modnpier

.(x, y, D) modnpier

-(x, y, D) modnpier

-(x, y, D) modnpier

-(x, y, D) modnpier

-(x, y, D) modnpier