

```
#!/usr/bin/env python
```

```
# coding: utf-8
```

```
#.py file
```

```
#AI Lab Assignment1
```

```
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#PRN: 0120180381
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```
import random
```

```
a=random.randint(0,1)#Randomly positioning Vaccum Cleaner
```

```
Room=["A","B"]#a=0 -> A and a=1 -> B
```

```
Roomstate={Room[0]:random.randint(0,1),Room[1]:random.randint(0,1)} #1  
is dirty,0 is clean
```

```
swap={0:1,1:0}#swap dict to switch rooms pointer
```

```
Operation=["None.","Suck.","Move Right.","Move Left."]
```

```
def AgentFunction(Operationindex):
```

```
    """The agent function is a mathematical function  
    that maps a sequence of perceptions into action."""
```

```
    print("\tOperation: "+Operation[Operationindex])
```

```
def AgentProgram(a,Room,Roomastate):
```

```
    """an agent program is a real implementation of an  
    agent function. In other words, it implements an  
    agent function which maps percepts to actions."""
```

```
    if Roomstate[Room[a]]==1:
```

```
        print("Location: "+Room[a])
```

```
        print("Room "+Room[a]+" is dirty.")
```

```
        AgentFunction(Operationindex=1)
```

```
        if Roomstate[Room[swap[a]]]==1:
```

```

print("Room "+Room[swap[a]]+" is dirty.")
if a==0:
    AgentFunction(Operationindex=2)
    a=swap[a]
    print("Location: "+Room[a])
    AgentFunction(Operationindex=1)
else:
    AgentFunction(Operationindex=3)
    a=swap[a]
    print("Location: "+Room[a])
    AgentFunction(Operationindex=1)

else:
    print("Room "+Room[swap[a]]+" is clean.")
    AgentFunction(Operationindex=0)

else:
    print("Location: "+Room[a])
    print("Room "+Room[a]+" is clean.")
    AgentFunction(Operationindex=0)
    if Roomstate[Room[swap[a]]]==1:
        print("Room "+Room[swap[a]]+" is dirty.")
        if a==0:
            AgentFunction(Operationindex=2)
            a=swap[a]
            print("Location: "+Room[a])
            AgentFunction(Operationindex=1)
        else:
            AgentFunction(Operationindex=3)
            a=swap[a]
            print("Location: "+Room[a])
            AgentFunction(Operationindex=1)
    else:
        print("Room "+Room[swap[a]]+" is clean.")
        AgentFunction(Operationindex=0)

```

```
    return a #returning the location for next iteration.
```

```
#Main function
```

```
#Number of times vaccum cleaner works
```

```
n=int(input("Enter the number of Cleaning iterations: "))
```

```
for i in range(n):
```

```
    print("\nIteration "+str(i+1))
```

```
    a=AgentProgram(a,Room,Roomstate)
```

```
    #Re-initialising states of rooms after an iteration.
```

```
    Roomstate[Room[0]]=random.randint(0,1)
```

```
    Roomstate[Room[1]]=random.randint(0,1)
```

```
"""
```

```
Output: n=15.
```

```
Enter the number of Cleaning iterations: 15
```

```
Iteration 1
```

```
Location: A
```

```
Room A is dirty.
```

```
    Operation: Suck.
```

```
Room B is clean.
```

```
    Operation: None.
```

```
Iteration 2
```

```
Location: A
```

```
Room A is clean.
```

```
    Operation: None.
```

```
Room B is clean.
```

```
    Operation: None.
```

Iteration 3

Location: A

Room A is clean.

Operation: None.

Room B is dirty.

Operation: Move Right.

Location: B

Operation: Suck.

Iteration 4

Location: B

Room B is dirty.

Operation: Suck.

Room A is clean.

Operation: None.

Iteration 5

Location: B

Room B is dirty.

Operation: Suck.

Room A is clean.

Operation: None.

Iteration 6

Location: B

Room B is dirty.

Operation: Suck.

Room A is clean.

Operation: None.

Iteration 7

Location: B

Room B is dirty.

Operation: Suck.

Room A is clean.

Operation: None.

Iteration 8

Location: B

Room B is clean.

Operation: None.

Room A is dirty.

Operation: Move Left.

Location: A

Operation: Suck.

Iteration 9

Location: A

Room A is clean.

Operation: None.

Room B is dirty.

Operation: Move Right.

Location: B

Operation: Suck.

Iteration 10

Location: B

Room B is clean.

Operation: None.

Room A is clean.

Operation: None.

Iteration 11

Location: B

Room B is dirty.

Operation: Suck.

Room A is clean.

Operation: None.

Iteration 12

Location: B

Room B is dirty.

Operation: Suck.

Room A is dirty.

Operation: Move Left.

Location: A

Operation: Suck.

Iteration 13

Location: A

Room A is clean.

Operation: None.

Room B is clean.

Operation: None.

Iteration 14

Location: A

Room A is dirty.

Operation: Suck.

Room B is clean.

Operation: None.

Iteration 15

Location: A

Room A is clean.

Operation: None.

Room B is dirty.

Operation: Move Right.

Location: B

Operation: Suck.

"" ""