Quelion & water Ing Problem.

Jug1 = 04 Jug2 = 03 Aim = 02

and ole water Jug to (curt 1, curt 2): i) (and 1 == aim and and 2 == 0) or (and 2 == aim and and 1 == 0): print (and 1, and 2) if vis [(and 1, and 2)] = True return ( Water juggly (0, and 2) or water stypils (and 1, 0) or Water jugals (jug 1, and 2) or Water jugals (ant 1, juga) or nating of (ant 1 + nin (and 2, (jug 1 - and 1)), ant 2 - min ( aut 2, Gig 1 - aut 1)) or water jug de Caut 1 - nuin (aut 1, (jug 2 - aut)) ant 2+ ruin (aunt), (jug 2- aut 2)))

lother

print (" steps: ")
waterjug offs (0,0)

falle