

Programming for Artificial Intelligence Lab

Submitted to:

Rasikh Ali

Submitted by:

Shazra Zainab 003

Department:

Software Engineering

Section:

BSAI(4A)

Roll No:

SU92-BSAIM-F23-003

Task 04

Input:

```
🅏 water_jug.py 🗦
     def water_puzzle(jugA_max, jugB_max, target, jugA=0, jugB=0, steps=0, visited=None):
          if visited is None:
              visited = set()
          if (jugA, jugB) in visited:
              return float('inf')
          visited.add((jugA, jugB))
          if jugA == target or jugB == target:
    return steps
          possible_moves = [
              (jugA_max, jugB),
              (jugA, jugB_max),
              (0, jugB),
              (jugA, 0),
              (jugA - min(jugA, jugB_max - jugB), jugB + min(jugA, jugB_max - jugB)),
              (jugA + min(jugB, jugA_max - jugA), jugB - min(jugB, jugA_max - jugA))
          return min(water_puzzle(jugA_max, jugB_max, target, a, b, steps + 1, visited) for a, b in possible_movε
     jug1_capacity = 4
     jug2_capacity = 3
     desired_amount = 2
20
     result = water_puzzle(jug1_capacity, jug2_capacity, desired_amount)
     print(f"Minimum steps required: {result}" if result != float('inf') else "No solution possible.")
```

Output: