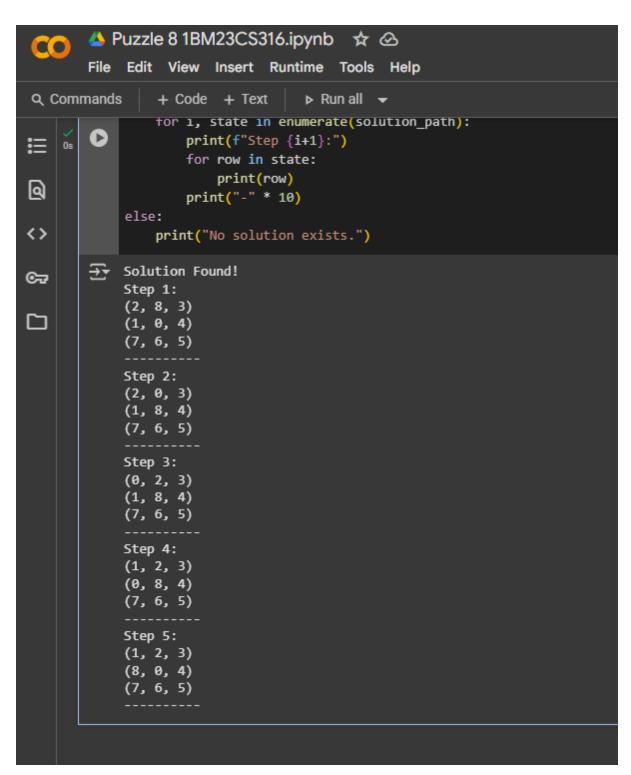
```
from collections import deque
def find blank(state):
    for i in range(3):
        for j in range(3):
            if state[i][j] == 0:
def get neighbors(state):
    neighbors = []
    blank row, blank col = find blank(state)
        new row, new col = blank row + move row, blank col + move col
        if 0 \le \text{new row} \le 3 and 0 \le \text{new col} \le 3:
            new state[blank row][blank col],
new state[new row][new col] = \
                new state[new row][new col],
new state[blank row][blank col]
            neighbors.append(tuple(tuple(row) for row in new state))
    return neighbors
def bfs(initial state, goal state):
    queue = deque([(initial state, [])])
    while queue:
        current state, path = queue.popleft()
        if current state == goal state:
            return path
        for neighbor in get neighbors(current state):
            if neighbor not in visited:
                visited.add(neighbor)
                queue.append((neighbor, path + [neighbor]))
initial state = (
    (1, 6, 4),
goal state = (
    (1, 2, 3),
    (8, 0, 4),
    (7, 6, 5)
solution path = bfs(initial state, goal state)
if solution path is not None:
   print("Solution Found!")
    for i, state in enumerate(solution_path):
       print(f"Step {i+1}:")
```

```
for row in state:
        print(row)
        print("-" * 10)
else:
    print("No solution exists.")
```



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| 1 | | Date: | YOUVA | |
| Algorithm: BFS | | | | |
| | The state of the s | | | |
| - | 1.) Stant - levrite god state | | | |
| | 25 Take input in string govern | | | |
| - | 3) BFS (Chard State) | | | |
| | 4) More according to valid weres and choose. | | | |
| | least misplace a rear go valor | | | |
| | | | | |
| | into queue. | | | |
| 5 | 6) Choose the least valid winted deranch and | | | |
| | 1) It shate A Start State = good state - colculate | | | |
| 5 | member of with. | | | |
| | 3 | | | |
| 5 | | | | |
| | Algorithm: - DFS. | | | |
| | | | | |
| | 1.) Start and get the good state. | | | |
| | 2) Take the aspect in wring flower. | | | |
| - | 3) DFS (stant state) | | | |
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| 5 | choos deerd partille tile | rien | | |
| - | 6 It start state = goal state, | | | |
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