



main.py



Output

Clear

```
1 class BlockWorld:
2     def __init__(self):
3         self.state = {
4             "A": "B",
5             "B": "table",
6             "C": "table"
7         }
8         self.goal = {
9             "A": "B",
10            "B": "C",
11            "C": "table"
12        }
13    def is_goal_state(self):
14        return self.state == self.goal
15    def move(self, block, destination):
16        if block in self.state and self.state[block] != destination:
17            print(f'Moving {block} from {self.state[block]} to {destination}')
18            self.state[block] = destination
19    def plan_moves(self):
20        print("\nInitial State:", self.state)
21        while not self.is_goal_state():
22            for block, target in self.goal.items():
23                if self.state[block] != target:
24                    self.move(block, target)
25        print("\nFinal Goal State Reached:", self.state)
26 bw = BlockWorld()
27 bw.plan_moves()
```

```
Initial State: {'A': 'B', 'B': 'table', 'C': 'table'}
Moving B from table to C
Moving A from B to B
Moving C from table to table
Final Goal State Reached: {'A': 'B', 'B': 'C', 'C': 'table'}
```

