

USING BFS

```
from collections import deque
```

```
def Solution(a, b, target):
```

```
    m = {}
```

```
    isSolvable = False
```

```
    path = []
```

```
    q = deque()
```

```
    q.append((0, 0))
```

```
    while len(q) > 0:
```

```
        u = q.popleft()
```

```
        if (u[0], u[1]) in m:
```

```
            continue
```

```
        if u[0] > a or u[1] > b or u[0] < 0 or u[1] < 0:
```

```
            continue
```

```
        path.append([u[0], u[1]])
```

```
        m[(u[0], u[1])] = 1
```

```
        if u[0] == target or u[1] == target:
```

```
            isSolvable = True
```

```
        if u[0] == target:
```

```
            if u[1] != 0:
```

```
                path.append([u[0], 0])
```

```
        else:
```

```
            if u[0] != 0:
```

```
                path.append([0, u[1]])
```

```
        for state in path:
```

```
            print("(", state[0], ",", state[1], ")")
```

```
        break
```

```
        q.append((u[0], b))
```

```
        q.append((a, u[1]))
```

```
    for ap in range(max(a, b) + 1):
```

```
        c = u[0] + ap
```

```
        d = u[1] - ap
```

```
        if c == a or (d == 0 and d >= 0):
```

```
            q.append((c, d))
```

```

c = u[0] - ap
d = u[1] + ap
if (c == 0 and c >= 0) or d == b:
    q.append((c, d))

q.append((a, 0))
q.append((0, b))

if not isSolvable:
    print("Solution not possible")

if __name__ == "__main__":
    Jug1 = int(input("Enter the capacity of Jug1: "))
    Jug2 = int(input("Enter the capacity of Jug2: "))
    target = int(input("Enter the target: "))
    print("Path from initial state to solution state ::")
    Solution(Jug1, Jug2, target)

```

OUTPUT:

```

Enter the capacity of Jug1: 4
Enter the capacity of Jug2: 3
Enter the target: 2
Path from initial state to solution state ::

( 0 , 0 )
( 0 , 3 )
( 4 , 0 )
( 4 , 3 )
( 3 , 0 )
( 1 , 3 )
( 3 , 3 )
( 4 , 2 )
( 0 , 2 )

```

USING DFS:

class Node:

```
def __init__(self, state, parent):
```

```
    self.state = state
```

```
    self.parent = parent
```

```
def get_child_nodes(self, capacities):
```

```
    a, b = self.state
```

```
    max_a, max_b = capacities
```

```
    children = []
```

```
    children.append(Node((max_a, b), self))
```

```
    children.append(Node((a, max_b), self))
```

```
    children.append(Node((0, b), self))
```

```
    children.append(Node((a, 0), self))
```

```
    if a + b >= max_b:
```

```
        children.append(Node((a - (max_b - b), max_b), self))
```

```
    else:
```

```
        children.append(Node((0, a + b), self))
```

```
    if a + b >= max_a:
```

```
        children.append(Node((max_a, b - (max_a - a)), self))
```

```
    else:
```

```
        children.append(Node((a + b, 0), self))
```

```
return children
```

```
def dfs(start_state, goal_state, capacities):
```

```
    start_node = Node(start_state, None)
```

```
    visited = set()
```

```
    stack = [start_node]
```

```
while stack:
```

```
    node = stack.pop()
```

```
    if node.state == goal_state:
```

```
        path = []
```

```
        while node.parent:
```

```
            path.append(node.state)
```

```
            node = node.parent
```

```
        path.append(start_state)
```

```
        path.reverse()
```

```
        return path
```

```
if node.state not in visited:  
    visited.add(node.state)  
    for child in node.get_child_nodes(capacities):  
        stack.append(child)  
  
return None  
  
start_state = (0, 0)  
  
a, b = map(int, input("Enter the capacities of jugs: ").split())  
c, d = map(int, input("Enter the goal state: ").split())  
  
goal_state = (c, d)  
capacities = (a, b)  
  
path = dfs(start_state, goal_state, capacities)  
print(path)
```

OUTPUT:

```
Enter the capacities of jugs: 4 3  
Enter the goal state: 2 0  
[(0, 0), (0, 3), (3, 0), (3, 3), (4, 2), (4, 0), (1, 3), (1, 0), (0, 1), (4, 1), (2, 3), (2, 0)]
```

MEMOIZATION:

```
from collections import defaultdict
```

```
jug1, jug2, aim = 4, 3, 2
```

```
visited = defaultdict(lambda: False)
```

```
def waterJugSolver(amt1, amt2):
```

```
    if (amt1 == aim and amt2 == 0) or (amt2 == aim and amt1 == 0):
```

```
        print(amt1, amt2)
```

```
        return True
```

```
    if visited[(amt1, amt2)] == False:
```

```
        print(amt1, amt2)
```

```
        visited[(amt1, amt2)] = True
```

```
    return (
```

```
        waterJugSolver(0, amt2) or
```

```
        waterJugSolver(amt1, 0) or
```

```
        waterJugSolver(jug1, amt2) or
```

```
        waterJugSolver(amt1, jug2) or
```

```
        waterJugSolver(
```

```
            amt1 + min(amt2, jug1 - amt1),
```

```
            amt2 - min(amt2, jug1 - amt1)
```

```
) or
```

```
        waterJugSolver(
```

```
            amt1 - min(amt1, jug2 - amt2),
```

```
            amt2 + min(amt1, jug2 - amt2)
```

```
)
```

```
)
```

```
else:
```

```
    return False
```

```
print("Steps:")
```

```
waterJugSolver(0, 0)
```

OUTPUT:

Steps:

0 0

4 0

4 3

0 3

3 0

3 3

4 2

0 2