```
from heapq import heappop, heappush
def print board(state):
def get_neighbors(state):
           new_state[x][y], new_state[nx][ny] = new_state[nx][ny], new_state[x][y]
           neighbors.append(new state)
def heuristic(state):
  open_set = []
  heappush(open_set, (0, start, []))
   while open_set:
       cost, state, path = heappop(open_set)
           return path, visited_count
```

```
if str(state) not in visited:
    visited.add(str(state))
    visited_count += 1

for neighbor in get_neighbors(state):
    if str(neighbor) not in visited:
        total_cost = cost + 1 + heuristic(neighbor)
        heappush(open_set, (total_cost, neighbor, path + [neighbor]))

return None, visited_count

def solve_puzzle(start):
    return a_star(start)

if __name__ == "__main__":
    start_state = [[1, 2, 3], [5, 0, 6], [4, 7, 8]]
    solution, visited_count = solve_puzzle(start_state)

if solution:
    print("Solution path:")
    for step in solution:
        print_board(step)

else:
    print("No solution found.")

print(f"Total visited states: {visited_count}")
```

```
Solution path:
1 2 3
0 5 6
4 7 8

1 2 3
4 5 6
0 7 8

1 2 3
4 5 6
7 0 8

1 2 3
4 5 6
7 8 0

Total visited states: 9
```