## Vaccum World

```
count = 0
def rec(state, loc):
  global count
  if state['A'] == 0 and state['B'] == 0:
     print("Turning vacuum off")
     return
  if state[loc] == 1:
    state[loc] = 0
    count += 1
     print(f"Cleaned {loc}.")
     next_loc = 'B' if loc == 'A' else 'A'
    state[loc] = int(input(f"Is {loc} clean now? (0 if clean, 1 if dirty): "))
     if(state[next_loc]!=1):
      state[next_loc]=int(input(f"Is {next_loc} dirty? (0 if clean, 1 if dirty): "))
  if(state[loc]==1):
    rec(state,loc)
  else:
   next_loc = 'B' if loc == 'A' else 'A'
   dire="left" if loc=="B" else "right"
   print(loc,"is clean")
   print(f"Moving vacuum {dire}")
   if state[next_loc] == 1:
```

rec(state, next\_loc)

```
state = {}
state['A'] = int(input("Enter state of A (0 for clean, 1 for dirty): "))
state['B'] = int(input("Enter state of B (0 for clean, 1 for dirty): "))
loc = input("Enter location (A or B): ")
rec(state, loc)
print("Cost:",count)
print(state)
Enter state of A (0 for clean, 1 for dirty): 0
Enter state of B (0 for clean, 1 for dirty): 0
Enter location (A or B): A
 Turning vacuum off
 {'A': 0, 'B': 0}
Enter state of A (0 for clean, 1 for dirty): 0
Enter state of B (0 for clean, 1 for dirty): 1
Enter location (A or B): A
A is clean
Moving vacuum right
Cleaned B.
Is B clean now? (0 if clean, 1 if dirty): 0
Is A dirty? (0 if clean, 1 if dirty): 0
B is clean
Moving vacuum left
Cost: 1
Enter state of A (0 for clean, 1 for dirty): 1
Enter state of B (0 for clean, 1 for dirty): 0
Enter location (A or B): A
Cleaned A.
Is A clean now? (0 if clean, 1 if dirty): 0
Is B dirty? (0 if clean, 1 if dirty): 0
A is clean
Moving vacuum right
Cost: 1
```

```
Enter state of A (0 for clean, 1 for dirty): 1
Enter state of B (0 for clean, 1 for dirty): 1
Enter location (A or B): A
Cleaned A.
Is A clean now? (0 if clean, 1 if dirty): 0
A is clean
Moving vacuum right
Cleaned B.
Is B clean now? (0 if clean, 1 if dirty): 0
Is A dirty? (0 if clean, 1 if dirty): 0
B is clean
Moving vacuum left
Cost: 2
{'A': 0, 'B': 0}
```