## PRINCIPLES OF ARTIFICIAL INTELLIGENCE ASSIGNMENT -2

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return path

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# Depth First Search (DFS) implementation for a warehouse graph
# Sample warehouse graph as an adjacency list
warehouse_graph = {
  'A': ['B', 'C'],
  'B': ['D', 'E'],
  'C': ['F'],
  'D': [],
  'E': ['F'],
  'F': []
}
# Function to perform DFS
def dfs(graph, start, goal, visited=None, path=None):
  if visited is None:
    visited = set()
  if path is None:
    path = []
  # Mark current node as visited and add to path
  visited.add(start)
  path.append(start)
  # If goal is found, return the path
  if start == goal:
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# Explore neighbors
  for neighbor in graph.get(start, []): # Ensure 'start' exists in graph
    if neighbor not in visited:
       result = dfs(graph, neighbor, goal, visited, path[:]) # Use path[:] to copy path
      if result: # Stop if a path is found
         return result
  return None # No path found
# Example usage
start_node = 'A'
goal_node = 'F'
path_found = dfs(warehouse_graph, start_node, goal_node)
# Print result
if path_found:
  print(f"DFS Path from {start_node} to {goal_node}: {path_found}")
else:
  print(f"No path found from {start_node} to {goal_node}")
```

