→ Implement vaccum clear agent.

## Algorithm

Initialize the agent staring (A,B)
loop
    untill all cells are clean.
    a. Pereievnce the current cell.
    b. if the cell is dirty.

    clean the current cell
Else.
    check surrounding cell (up, down, left, right) to
    see if any are dirty.

    move to the next dirty cells using a statergy
    such as BFS, DFS (b) Random movement.

    if no dirty cells are percieved, stop call cells
    are clean.

end loop

→ BFS algorithm for 8 puzzle game

Algorithm:

let fringe be a list of contaiting the initial state.

loop
   if fringe is Empty return failure
   Node ← remove - first (fringe)
   if node is a goal
      then return the path from initial state
to Node Else generate all successor of Node
and add generated nodes to the back of
fringe

End loop.

→ DFS algorithm for 8 puzzle game

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   loop.
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