(1) A* Algorithm – 8-puzzle game

Input-

```
import heapq


class PuzzleState:
    def __init__(self, board, g, h):
        self.board = board  # The current state of the board
        self.g = g  # Cost to reach this node (depth)
        self.h = h  # Heuristic cost (Manhattan distance)
        self.f = g + h  # Total cost (f(n) = g(n) + h(n))

    def __lt__(self, other):
        return self.f < other.f  # For priority queue to sort by f(n)


def print_board(board):
    """Print the current board state."""
    for row in board:
        print(" ".join(str(num) for num in row))
    print()  # Empty line for better readability

def get_blank_position(board):
    for i in range(3):
        for j in range(3):
            if board[i][j] == 0:  # Find the blank space (0)
                return (i, j)


def get_successors(state):
    successors = []
    x, y = get_blank_position(state.board)  # Get position of blank tile
    directions = [(-1, 0), (1, 0), (0, -1), (0, 1)]  # Possible moves
    for dx, dy in directions:
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        new_x, new_y = x + dx, y + dy
        if 0 <= new_x < 3 and 0 <= new_y < 3:  # Valid move
            new_board = [row[:] for row in state.board]  # Copy the current board
            new_board[x][y], new_board[new_x][new_y] = new_board[new_x][new_y], new_board[x][y]
# Swap
            successors.append(PuzzleState(new_board, state.g + 1, 0))  # Create new state
    return successors


def heuristic_manhattan_distance(board):
    distance = 0
    for i in range(3):
        for j in range(3):
            if board[i][j] != 0:
                target_x = (board[i][j] - 1) // 3
                target_y = (board[i][j] - 1) % 3
                distance += abs(i - target_x) + abs(j - target_y)
    return distance


def is_goal_state(board):
    return board == [[1, 2, 3],
                     [8, 0, 4],
                     [7, 6, 5]]  # Check if the board is in the goal state


def a_star_search_manhattan_distance(start_board):
    start_state = PuzzleState(start_board, 0, heuristic_manhattan_distance(start_board))
    open_set = []
    heapq.heappush(open_set, start_state)
    closed_set = set()

    while open_set:
        current_state = heapq.heappop(open_set)
```

```
        # Print current board state and details
        print("Current board state:")
        print_board(current_state.board)
        print(f"g(n): {current_state.g}, h(n): {current_state.h}, f(n): {current_state.f}\n")

        # Check if we've reached the goal
        if is_goal_state(current_state.board):
            print("Goal state reached!")
            return current_state.g  # Return the cost to reach the goal

        closed_set.add(tuple(map(tuple, current_state.board)))

        for successor in get_successors(current_state):
            successor.h = heuristic_manhattan_distance(successor.board)
            successor.f = successor.g + successor.h

            if tuple(map(tuple, successor.board)) in closed_set:
                continue

            heapq.heappush(open_set, successor)

    return None  # No solution found

def get_user_input():
    board = []
    for i in range(3):
        while True:
            row = input(f"Enter row {i + 1} (3 numbers separated by space): ")
            nums = list(map(int, row.split()))
            if len(nums) == 3 and all(0 <= num <= 8 for num in nums):
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```
            board.append(nums)
            break
        else:
            print("Invalid input. Please enter 3 numbers between 0 and 8.")
    return board

if __name__ == "__main__":
    start_board = get_user_input()
    steps = a_star_search_manhattan_distance(start_board)
    print(f"Steps to solve with Manhattan Distance heuristic: {steps}")
```

output-

```
1 4 3
5 8 0
7 2 6

g(n): 22, h(n): 7, f(n): 29

Current board state:
4 3 6
1 7 5
0 2 8

g(n): 19, h(n): 10, f(n): 29

Current board state:
7 2 0
4 1 3
8 5 6
```

g(n): 21, h(n): 8, f(n): 29

Current board state:

1 8 0

7 5 4

3 2 6

g(n): 17, h(n): 12, f(n): 29

Current board state:

0 8 1

4 2 6

5 7 3

g(n): 19, h(n): 10, f(n): 29

Current board state:

0 5 6

2 3 4

7 8 1

g(n): 17, h(n): 12, f(n): 29

Current board state:

1 4 3

5 6 2

0 7 8

g(n): 21, h(n): 8, f(n): 29

Current board state:

8 2 1

4 7 6

0 5 3

g(n): 19, h(n): 10, f(n): 29

Current board state:

3 2 1

0 7 5

8 4 6

g(n): 18, h(n): 11, f(n): 29

Current board state:

1 0 4

7 8 5

3 2 6

g(n): 16, h(n): 13, f(n): 29

Current board state:

3 0 1

7 2 5

8 4 6

g(n): 18, h(n): 11, f(n): 29

Current board state:

5 1 6

3 4 0

2 7 8

g(n): 16, h(n): 13, f(n): 29

Current board state:

6 5 4

2 0 1

7 8 3

g(n): 15, h(n): 14, f(n): 29

Current board state:

0 3 1

7 2 5

8 4 6

g(n): 19, h(n): 10, f(n): 29

Current board state:

3 1 0

7 2 5

8 4 6

g(n): 19, h(n): 10, f(n): 29

Current board state:

6 5 4

0 2 1

7 8 3

g(n): 16, h(n): 13, f(n): 29

Current board state:

6 5 4

2 1 0

7 8 3

g(n): 16, h(n): 13, f(n): 29

Current board state:

1 6 3

7 0 5

2 8 4

g(n): 19, h(n): 10, f(n): 29

Current board state:

0 5 4

6 2 1

7 8 3

g(n): 17, h(n): 12, f(n): 29

Current board state:

6 5 0

2 1 4

7 8 3

g(n): 17, h(n): 12, f(n): 29

Current board state:

6 5 4

2 1 3

7 8 0

g(n): 17, h(n): 12, f(n): 29

Current board state:

1 0 3

7 6 5

2 8 4

g(n): 20, h(n): 9, f(n): 29

Current board state:

5 0 6

2 8 1

4 7 3

g(n): 16, h(n): 13, f(n): 29

Current board state:

5 3 4

1 6 2

0 7 8

g(n): 17, h(n): 12, f(n): 29

Current board state:

1 8 3

0 4 5

7 2 6

g(n): 22, h(n): 7, f(n): 29

Current board state:

4 3 5

1 0 6

2 8 7

g(n): 19, h(n): 10, f(n): 29

Current board state:

5 3 4

1 8 0

7 2 6

g(n): 18, h(n): 11, f(n): 29

Current board state:

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Current board state:

0 5 3

1 8 4

7 2 6

g(n): 21, h(n): 8, f(n): 29

Current board state:

7 1 5

8 4 6

2 3 0

g(n): 15, h(n): 14, f(n): 29

Current board state:

1 4 0

3 5 6

7 8 2

g(n): 21, h(n): 8, f(n): 29

Current board state:

3 1 5

2 4 8

0 7 6

g(n): 17, h(n): 12, f(n): 29

Current board state:

4 8 2

5 7 6

1 0 3

g(n): 18, h(n): 11, f(n): 29

Current board state:

7 3 1

5 8 2

4 0 6

g(n): 18, h(n): 11, f(n): 29

Current board state:

2 1 3

0 7 6

8 5 4

g(n): 20, h(n): 9, f(n): 29

Current board state:

7 0 1

5 3 2

4 8 6

g(n): 18, h(n): 11, f(n): 29

Current board state:

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Current board state:

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8 1 3

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Current board state:

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5 3 2

4 8 6

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Current board state:

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7 0 1

g(n): 16, h(n): 13, f(n): 29

Current board state:

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0 5 3

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Current board state:

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2 5 6

8 4 7

g(n): 21, h(n): 8, f(n): 29

Current board state:

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4 1 6

7 5 3

g(n): 21, h(n): 8, f(n): 29

Current board state:

1 3 4

8 6 0

2 7 5

g(n): 16, h(n): 13, f(n): 29

Current board state:

1 4 5

7 6 2

3 0 8

g(n): 16, h(n): 13, f(n): 29

Current board state:

5 7 6

1 0 8

4 3 2

g(n): 13, h(n): 16, f(n): 29

Current board state:

2 0 1

5 7 6

8 4 3

g(n): 18, h(n): 11, f(n): 29

Current board state:

1 4 5

7 6 2

0 3 8

g(n): 17, h(n): 12, f(n): 29

Current board state:

1 4 5

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3 8 0

g(n): 17, h(n): 12, f(n): 29

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Current board state:

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Current board state:

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g(n): 21, h(n): 8, f(n): 29

Goal state reached!

Steps to solve with Manhattan Distance heuristic: 21