

1 8 puzzle using A*

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class Node:
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```
    def __init__(self, data, level, fval):
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```
        self.data = data
```

```
        self.level = level
```

```
        self.fval = fval
```

```
    def generate_child(self):
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```
        x, y = self.find(self.data, '_')
```

```
        val_list = [[x, y-1], [x, y+1], [x-1, y], [x+1, y]]
```

```
        children = []
```

```
        for i in val_list:
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```
            child = self.shuffle(self.data, x, y, i[0], i[1])
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```
            if child = self.shuffle(self.data
```

```
                if child is not None:
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```
                    child_node = Node(child, self.level+1, 0)
```

```
                    children.append(child_node)
```

```
        return children
```

class puzzle:

def __init__(self, size):

self.n = size

self.open = []

self.closed = []

def accept(self):

puz = []

for i in range(0, self.n)

temp = input().split(" ")

puz.append(temp)

return puz

def f(self, start, goal)

return self.h(start.data, goal) + start.level.

def h(self, start, goal):

temp = 0

for i in range(0, self.n):

for j in range(0, self.n):

if start[i][j] != goal[i][j]

or start[i][j] != '-'

temp += 1

return temp

```

def process(self):
    print("Enter state state")
    start = self.accept()
    print("Enter goal state")
    goal = self.accept()

    start = Node(start, 0, 0)
    start.fval = self.f(start, goal)

    self.open.append(start)
    print("\n")
    while True:
        cur = self.open[0]
        print(" ")
        print("1")
        print("|||||")
        for i in cur.data:
            for j in cur . 0 i:
                print(j, end=" ")
            if (self.h(cur.data, goal) == 0):
                break
        for i in cur.generate_child():
            i.fval = self.f(i, goal)
            self.open.append(i)
            self.closed.append(i)
        self.open.sort(key=lambda x: x.fval, reverse=False)

puz = puzzle(3)
puz.process()

```