

Lab: Implementing (Un)informed Search Algorithms

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Before the programming

First that all, there was the need to define the programming language that we were going to use to solve the problem. There was freedom of choice, so as a team we selected languages that we both feel confident using. That's why we selected JavaScript and Node.

At first, we selected JavaScript since both feel confident using it. However, it became a challenge in the moment of implementing data structures, since there was the need to search and implement libraries that enable us to use the data structures needed for the functionality.

When developing the project, we faced certain difficulties. First that all, the need to parse the input to a useful data structure. This decision was going to affect the future performance of the algorithms, so was something worth carrying about.

Another problem was to generate the tree based on the initial state. The major problem of this was the need to decide the possible decisions of every state. This was more a mental task, since we needed to imagine the steps that take us closer to our goal.