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IMPLEMENTATION OF BLOCKS WORLD

PROGRAM:

```
class BlocksWorld:
def __init__(self):
        self.state = {
            "A": "B",     # A is on B
            "B": "table", # B is on table
            "C": "table"  # C is on table
        }
        self.goal = {
"A": "B",
            "B": "C",
            "C": "table"
        }

    def is_goal_state(self):
        return self.state == self.goal
```

```
    def move(self, block, destination):
        if block in self.state and self.state[block] != destination:
            print(f"Moving {block} from {self.state[block]} to
{destination}")
            self.state[block] = destination

    def plan_moves(self):
        print("\nInitial State:", self.state)
while not self.is_goal_state():
            for block, target in self.goal.items():
                if self.state[block] != target:
self.move(block, target)
        print("\nFinal Goal State Reached:", self.state)


# Run the Blocks World Solver bw
= BlocksWorld() bw.plan_moves()
```

OUTPUT: