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:

```
Initial State: {'A': 'B', 'B': 'table', 'C': 'table'}

Moving B from table to C
Moving A from B to B
Moving C from table to table

Final Goal State Reached: {'A': 'B', 'B': 'C', 'C': 'table'}
```

Case- Based Discussion:

Write a python program for STRIPS. Everything is given. Try to write a python code for it.

Result:

Thus the case-based discussion program has been implemented successfully and the program has been uploaded in the GitHub link: