TASK:7

```
# Operators
def move(subject, x1, x2):
  return f"Move {subject} from \{x1\} to \{x2\}"
def push_box(x1, x2):
  return f"Push box from \{x1\} to \{x2\}"
def climb_box(x, direction):
  return f"Climb box at {x} {direction}"
def have_banana(x):
  return f"Have banana at {x}"
# Initial State
initial_state = {
  'monkeyAt0': True,
  'monkeyLevel': 'Down',
  'bananaAt1': True,
  'boxAt2': True
}
# Goal State
goal_state = {
  'GetBanana': True,
  'at': 1
}
# Planning Algorithm
def plan_actions(initial_state, goal_state):
  actions = []
```

```
# Example planning algorithm to achieve the goal state

if initial_state.get('monkeyAt0') and initial_state.get('bananaAt1'):

actions.append(move('Monkey', 0, 1))

actions.append(climb_box(1, 'Up'))

actions.append(have_banana(1))

return actions

# Execute the planning algorithm

actions = plan_actions(initial_state, goal_state)

# Print the actions in the plan

print("Plan:")

for action in actions:

print(action)
```

OUTPUT:

```
Output

Plan:
Move Monkey from 0 to 1
Climb box at 1 Up
Have banana at 1

=== Code Execution Successful ===
```