

Readme

Language Used: Java

JRE: 7

How to run the program:

To run the program provide the following arguments

total_blocks total_stacks

ex: 5 3

There are two functions defined in the solution class within Node class:

1.**problemGenerator**: Use this function in the Blocksworld.java class to generate an initial state which performs some n random moves on the target state to generate the state.

Note: The function contains some predefined states which can be used to test upon. Just uncomment the state code and comment the random state generator code and provide the correct arguments and you can use the predefined states.

2.**randomGenerator**: Use this function to generate a random state with unknown depth.

How to use the functions?

The default generator used is randomGenerator, but if you want to use the problemGenerator please uncomment the respective code in the Blocksworld.java class.