

AI Assignment 1

Compilation and Set Up

None Needed, just have Python 3.7 installed.

I am using features from 3.7, it will not run on earlier versions of Python

Before Running

Before running you may want to change some configuration settings, those are in `config.py` and are explained below.

Key	Type	Definition
MAX_ITERS	Integer	The maximum number of iterations the program runs before quitting
ROWS	Integer	The number of rows for the tile game
COLS	Integer	The number of columns for the tile game
SIZE	Integer	Do not modify
INPUT_FROM_FILE	{True, False}	Reads input from a file instead of from user input
USE_STR_IDS	{True, False}	Determines whether the program uses strings in the unique identifiers. <i>I found this to be useful to read the output, but it is off by default since the assignment specifies integers</i>
SHOW_BOARD	{True, False}	Whether or not the program shows the board on each step.

If you enable `INPUT_FROM_FILE`, you should put the arrays in `input.txt` before running, one on each line.

Running

In the folder where you extracted this zip, run `python .\aja_assignment_1.py`

You will be by default, prompted for the start state and the end state.