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| MiniProyect 1 – Heuristic function |

# Summary

The objective of this assignment is to design a program that could find the solution of the “Binario” Game using search space algorithm in a desingning tree. First we are going to use the Bread-first algoritm ………………… AÑADIR MAS

And then use the A\* algoritm and a heuristic function..

And compare both results

## Rules of Binario

## Searching space

## Heuristic funcion

## results