# Analysis and Conclusion

* Using BFS, the problem remained unsolved because the worst case scenario (space Complexity) we need to traverse to every level of a tree which will take lot of memory into account (O (b^d))
* Using DFS, the problem remained unsolved because in worst case scenario (time complexity) we need to traverse to the depth of the tree which means that it should reach to the depth of tree.
* Using Informed Search, we can solve the problem if the Heuristic is good, I used 2 heuristic
  + H1 : No. of misplaced tiles
  + H2: Sum of the distances of every tile to its goal position

Note: My code didn’t work properly but heuristic H2 is supposed to work better than H1