* States        : mensetting 0 - 8 queen di papan
* Goal test    : 8 ratu yang ada di papan tidak akan saling serang
* Actions    : tambah / hapus queen
* Transition    : papan akan terganti ketika ratu ditambahkan / dihapus
* Initial state    : sebuah papan kosong
* Path cost    : 0 (tidak memerlukan banyak gerakan, selama solusi ditemukan)

8 Queen :

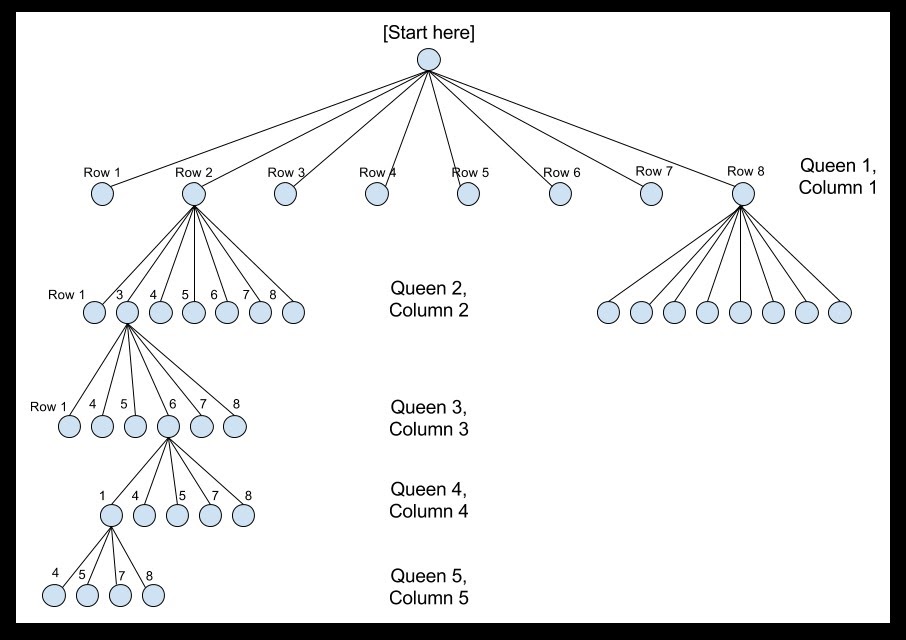
Initial state

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Goal state

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | **v** |  |  |  |  |  |
|  |  |  |  |  | **v** |  |  |
|  |  |  |  |  |  |  | **v** |
| **v** |  |  |  |  |  |  |  |
|  |  |  | **v** |  |  |  |  |
|  |  |  |  |  |  | **v** |  |
|  |  |  |  | **v** |  |  |  |
|  | **v** |  |  |  |  |  |  |

Contoh:



Tree :

