Written by Dmitri Svistula for CS411

************* 8-Puzzle *************

To run the program type "make" and then "./EightPuzzle". For each execution, the user is prompted to choose the kind of heuristic to use for A* search. Results from the selected search are recorded to a file called "results.txt". I ran the program for all four heuristics.

Results:

A* using **Manhattan Distance** took 5 seconds creating 3,572 nodes.

A* using **Misplaced Tiles** took more than 10 minutes creating 40,000 nodes.

A* using **N-MaxSwap** took about 150 seconds creating 24688 nodes.

A* using **Nilsson's Distance** took 1 second creating 1223 nodes.