

```

import random

# Function to print the 8-puzzle board
def print_board(state):
    for i in range(3):
        print(state[i*3:(i+1)*3])
    print()

# Function to calculate the heuristic (Manhattan distance) for a given state
def manhattan_distance(state, goal):
    distance = 0
    for i in range(1, 9):
        x1, y1 = divmod(state.index(i), 3)
        x2, y2 = divmod(goal.index(i), 3)
        distance += abs(x1 - x2) + abs(y1 - y2)
    return distance

# Generate possible moves for the blank space in the puzzle
def generate_moves(state):
    moves = []
    blank_index = state.index(0)
    row, col = divmod(blank_index, 3)

    possible_moves = {'UP': (row - 1, col), 'DOWN': (row + 1, col),
                      'LEFT': (row, col - 1), 'RIGHT': (row, col + 1)}

    for move, (r, c) in possible_moves.items():
        if 0 <= r < 3 and 0 <= c < 3:
            new_index = r * 3 + c
            new_state = state[:]

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        new_state[blank_index], new_state[new_index] = new_state[new_index],
new_state[blank_index]

        moves.append((new_state, move))
```

```
return moves
```

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# Hill-Climbing search algorithm implementation
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```
def hill_climbing(start, goal):
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```
    current_state = start
```

```
    current_cost = manhattan_distance(current_state, goal)
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```
    while True:
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```
        neighbors = generate_moves(current_state)
```

```
        best_neighbor = None
```

```
        best_cost = current_cost
```

```
        # Evaluate all neighbors to find the best move
```

```
        for neighbor_state, move in neighbors:
```

```
            neighbor_cost = manhattan_distance(neighbor_state, goal)
```

```
            if neighbor_cost < best_cost: # Minimize the heuristic cost
```

```
                best_cost = neighbor_cost
```

```
                best_neighbor = neighbor_state
```

```
        # If no better neighbor is found, we reached a peak (local optimum)
```

```
        if best_neighbor is None:
```

```
            break
```

```
    current_state = best_neighbor
```

```
    current_cost = best_cost
```

```
    print_board(current_state)
```

```
    print(f"Current Heuristic Cost: {current_cost}\n")
```

```
    return current_state
```

```
# Define the initial state and goal state of the 8-puzzle problem
```

```
start_state = [1, 2, 3, 4, 0, 5, 6, 7, 8] # 0 represents the blank space
```

```
goal_state = [1, 2, 3, 4, 5, 6, 7, 8, 0]
```

```
# Run the Hill-Climbing algorithm
```

```
print("Initial State:")
```

```
print_board(start_state)
```

```
final_state = hill_climbing(start_state, goal_state)
```

```
# Display the result
```

```
print("Final State Reached:")
```

```
print_board(final_state)
```

```
if final_state == goal_state:
```

```
    print("Goal state achieved!")
```

```
else:
```

```
    print("Reached a local optimum (couldn't find the global optimum).")
```