Assignment 2 (1)

Briefly I observed a few things: the difference between the agents was astounding. I built the `uniformed_agent` first and gave it an "expert" level puzzle (`puzzle_4.txt`) and it took forever to finish. When I gave it an unsolveable puzzle (I didn't know!) my machine threw a `Recursion` error which I guess is like an overflow.

But when I introduced the `informed_agent` it immediately returned `false` on the unsolveable puzzle and solved the "expert" level in no time at all. The exponential factor really becomes obvious when you compare the 2 on expert level puzzles.

However as stated in the text a 3x3 puzzle *was* trivial for even the `uninformed_agent`. So it's easy to see how AI and ML machines would require a lot of memory - this has such a small tree compared to real AI problems.

There is a README included with the application with more specific directions on how to run it.

Here is the link to the GitHub that shows the progression through commits:

https://github.com/godfreypj/intro-to-ai