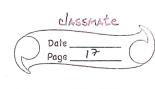
	Date
	Lah hypagam - 4
9	Lab hugge A* search algorithm
	00
	A govistan
	Step 1: Define Puzzle Node dage
	russle
	- The State is a 3 K3 good
-	
~	etch 2: Define Bugglemade, mothete
~	calculate houseistic (): calculate the houseistic value of so she woont
	one heuseistic Valla 958 one avoint
	state
~	st (self othor)
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~	, ,
٠	get_blank position (state) Find the position of the blank(o)
<u></u>	Find the position of the blanked)
~- <u></u>	get neighledig (modo)
`	Pet vold neighbourg des a given telle
·~	opply the giller outer.
`	CANTING ON GIVEN.
	Step 4: A seasch algerith X
_	Initialize the initial state as a
_	Initialize the initial state as a puggle most. Initialize a set to Store explosed states
	Initializa a set to Store explosed
	States
-	



Step 5: Point wolution Torone balk grunn good state to Step 6: Main function.

Seline the inited State of chuzzlo

Call the N* algorithm with the

initial State. code class Noge: def init_ (self, data, lulel, fixal): " " Initialize the node with the date Just of the mode with the data fralle """ self data = data self. devoel = devel self. fual = fucel def gemerate child (self);
"" generate child modes from the give mode

by moving the Blank space either

in the four directions i up, down

left, sight y""

x, y = self find (self, data x, y,

; [o] ; [1])

if child is mot promichildnede: Node Child, self. level+10

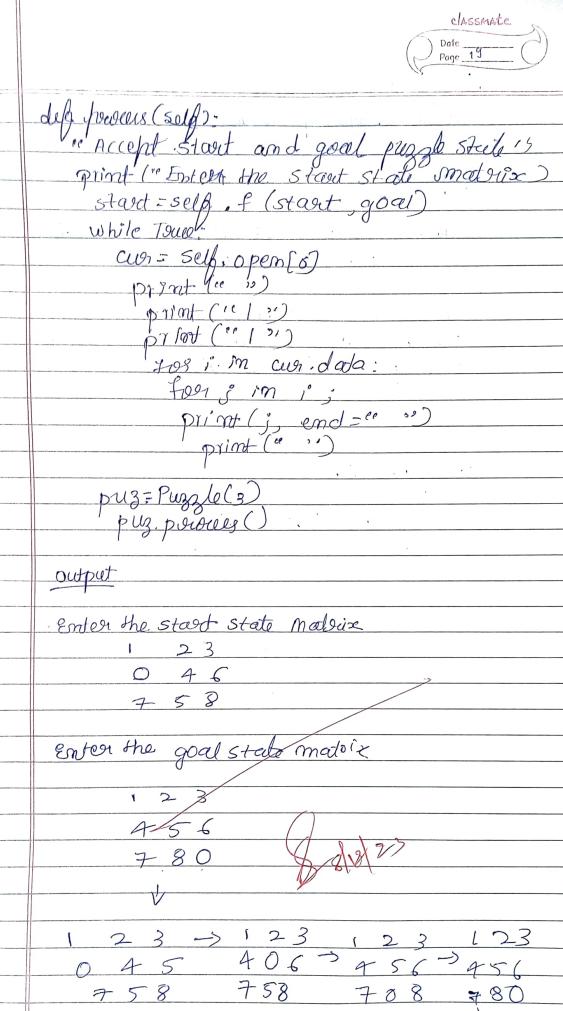
stildrein append (child and) - det sinspple (suff, que or, y, " ") move the Mant space 141 the giver direct on 1 and for a count so a for Coffedor. terms pup - []

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terms pup (x1) x2 = tems, pup (x1)(y) Substant Lump pur restroin NOne def copy (sold sient) A wrong = [] for i to suppl: 809 jim " : t. append (j) resultapportd (4)

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