**Assignment 1**

**8 puzzle using STRIPS**

In this assignment I have implemented DFS algorithm for finding the solution of 8 puzzle

Main program starts from Puzzle class. This class gets the initial state and goal state of the puzzle. These states are passed to DFS class where all the search processing is done.

In the DFS algorithm possible moves are computed which uses States class. Strips is implemented while computing the possible moves. A separate class has been used to implement STRIPS. getPossibleStates() method calls STRIPS class to perform the move operation.

How to run the code

1. Copy the jar file into some location on Hercules.
2. Go to the location where jar file has been copied
3. Use the command written below to execute the jar file

java –jar puzzle.jar <depth> <Initial State> <Final State>

\*depth is the maximum depth for the final state. max depth can be in the range 10 – 20

Example of the code running

