

```
main.py import heapq
2 goal_state = (1, 2, 3,
3         4, 5, 6,
4         7, 8, 0)
5 rows = 3
6 cols = 3
7 def heuristic(state):
8     distance = 0
9     for i, tile in enumerate(state):
10        if tile == 0:
11            continue
12            goal_x, goal_y = (tile - 1) // cols, (tile - 1) % cols
13            cur_x, cur_y = i // cols, i % cols
14            distance += abs(goal_x - cur_x) + abs(goal_y - cur_y)
15    return distance
16 def get_neighbors(state):
17     neighbors = []
```

Solution requires 2 moves:

(1, 2, 3)
(4, 0, 6)
(7, 5, 8)

(1, 2, 3)
(4, 5, 6)
(7, 0, 8)

(1, 2, 3)
(4, 5, 6)
(7, 8, 0)

==> Code Execution Successful

```
18     zero_pos = state.index(0)
19     x, y = zero_pos // cols, zero_pos % cols
20     moves = {
21         "UP": (x - 1, y),
22         "DOWN": (x + 1, y),
23         "LEFT": (x, y - 1),
24         "RIGHT": (x, y + 1)
25     }
26     for action, (nx, ny) in moves.items():
27         if 0 <= nx < rows and 0 <= ny < cols:
28             new_pos = nx * cols + ny
29             new_state = list(state)
30             new_state[zero_pos], new_state[new_pos] =
31                 new_state[new_pos], new_state[zero_pos]
32             neighbors.append(tuple(new_state))
33     return neighbors
34 def a_star(start_state):
```

```
main.py open_list = []
35     heapq.heappush(open_list, (0 + heuristic(start_state), 0,
36         start_state, None))
37     visited = {}
38     came_from = {}
39     while open_list:
40         f, g, state, parent = heapq.heappop(open_list)
41         if state in visited:
42             continue
43         visited[state] = g
44         came_from[state] = parent
45         if state == goal_state:
46             break
47         for neighbor in get_neighbors(state):
48             if neighbor not in visited:
49                 new_g = g + 1
50                 new_f = new_g + heuristic(neighbor)
```

```
51     path = []
52     current = goal_state
53     while current:
54         path.append(current)
55         current = came_from[current]
56     path.reverse()
57     return path
58 start_state = (1, 2, 3,
59                 4, 0, 6,
60                 7, 5, 8)
61 solution_path = a_star(start_state)
62 print("Solution requires", len(solution_path)-1, "moves:\n")
63 for step in solution_path:
64     print(step[0:3])
65     print(step[3:6])
66     print(step[6:9])
67     print()
```