

```
def search(source, target)
    start = Node(source, None, None)
    frontier.add(start)    # frontier is a queue
    explored = []
    while True:
        if frontier.empty():
            return None
        node = frontier.remove()
        explored.add(node)
        for action, state in possible_moves(node):
            if node not in explored:
                if state == target:
                    return true
            frontier.add(state)
```

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