

LAB 3

⇒ 8 puzzle program using bfs.

```
def bfs (src, target):
```

```
    visited_states = []
```

```
    visited_states.append(src)
```

```
    arr = [src]
```

```
    c = 0
```

```
    while arr:
```

```
        c += 1
```

```
        if arr[0] == target:
```

```
            return True
```

```
        arr += possible_moves(arr[0], visited_states)
```

```
        arr.pop(0)
```

```
    return False
```

```
def possible_moves (state, visited_states):
```

```
    b = state.index(-1)
```

```
    d = []
```

```
    if b+3 in range(9):
```

```
        d.append('d')
```

```
    if b-3 in range(9):
```

```
        d.append('u')
```

```
    if b not in [0, 3, 6]:
```

```
        d.append('c')
```

```
    if b not in [2, 5, 8]:
```

```
        d.append('x')
```

```
    pos_moves = []
```



for moves in d:

pos\_moves.append(gen(state, moves, b))

return [move for move in pos\_moves if  
move not in visited\_states]

def gen(state, direction, blank\_spot):  
temp = state.copy()

if direction == 'd':

a = temp[blank\_spot + 3]

temp[blank\_spot + 3] = temp[blank\_spot]

temp[blank\_spot] = a

elif direction == 'u':

a = temp[blank\_spot - 3]

temp[blank\_spot - 3] = temp[blank\_spot]

temp[blank\_spot] = a

elif direction == 'c':

a = temp[blank\_spot - 1]

temp[blank\_spot - 1] = temp[blank\_spot]

temp[blank\_spot] = a

elif direction == 'r':

a = temp[blank\_spot + 1]

temp[blank\_spot + 1] = temp[blank\_spot]

temp[blank\_spot] = a

return temp