***1600002148 İlker Kılınçarslan***

***The Algorithms Which I Found Solution:***

1,4,2, 1,2,0, 1,2,4, 3,1,2, 1,2,5,

3,0,5, 3,4,5, 3,0,5, 4,5,6, 3,4,0,

6,7,8 6,7,8 7,6,8 7,0,8 6,7,8

A A A

1,2,4, 1,4,2, 1,2,4, 1,4,2, 1,2,4

5,0,3, 3,0,5, 3,5,8, 3,7,5, 5,3,0,

6,7,8 6,7,8 7,6,0 6,0,8 6,7,8

A A

I have shared 10 problems with you that I found solution. I marked some problems with the letter “A” which means those problems get quicker result. I recommend you to use them. Others works quicker for BFS but much longer for other search methods.

You can change the puzzle array on “Program.cs”

I have organized the main code in order to understand anyone who runs the code first time. So all you have to do just select the search methods by entering corresponding number (1 for BFS, 2 for DFS etc.)

***Maximum Size Of The Fringe:***

I have used “Stack<Node> Fringe = new Stack<Node>();” for fringe. (“UninformedSearch.cs”)

So maximum size = maximum size of an C# stack.

***Number Of Nodes Expanded:***

I have shared number of expanded nodes in console. You can see when the program finds a solution.