



main.py



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JS

TS



```
1
2 goal = [[1, 2, 3],
3         [4, 5, 6],
4         [7, 8, 0]]
5
6 def print_puzzle(state):
7     for row in state:
8         print(row)
9     print()
10
11 def move(state, x1, y1, x2, y2):
12     """Swap blank with tile"""
13     new = [row[:] for row in state]
14     new[x1][y1], new[x2][y2] = new[x2][y2], new[x1][y1]
15     return new
16
17
18 puzzle = [[1, 2, 3],
19           [4, 0, 6],
20           [7, 5, 8]]
21
22 print("Initial State:")
23 print_puzzle(puzzle)
24
25
26 puzzle = move(puzzle, 1, 1, 2, 1)
```

## Output

Initial State:

[1, 2, 3]

[4, 0, 6]

[7, 5, 8]

Step 1:

[1, 2, 3]

[4, 5, 6]

[7, 0, 8]

Step 2:

[1, 2, 3]

[4, 5, 6]

[7, 8, 0]

Goal State:

[1, 2, 3]

[4, 5, 6]

[7, 8, 0]

=== Code Execution Successful ===