



**Write a program to implement an 8-tile puzzle
Using BFS in JAVA**

Lab Assignment-10

CSE3002 : Artificial Intelligence

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SCOPE

VIT-AP

Task:

Write a program to implement an 8-tile puzzle using BFS (Breadth-first search) in Java

Solution:

I have used Heap data structure to implement BFS and A* algorithm to solve this puzzle using Java

Below is the source code of the same.

```
import java.util.*;
class lab10{
    public static void main(String [] args){
        int [][] board= {{1,2,3},{0,4,6},{7,5,8}};
        System.out.println("Below is the Path to Goal State : \n");
        slidepuzzle(board,1,0);
    }
    static int [] rdir={-1,0,1,0};
    static int [] cdir={0,1,0,-1};
    static int[][] goal={{1,2,3},{4,5,6},{7,8,0}};

    public static void addval(int [] [] cb,int [][]rb){
        for(int i=0;i<cb.length;i++){
            for(int j=0;j<cb[0].length;j++){
                cb[i][j]=rb[i][j];
            }
        }
    }

    public static void display(int [][] board){
        for(int i=0;i<board.length;i++){
            for(int j=0;j<board[0].length;j++){
                System.out.print(board[i][j]+" ");
            }
            System.out.println();
        }
        System.out.println("-----\n");
    }

    public static int gethuristic(int [][] board){
        int h=0;
```

```

        for(int i=0;i<board.length;i++){
            for(int j=0;j<board.length;j++){
                if(board[i][j]!=goal[i][j] && goal[i][j]!=0){
                    h++;
                }
            }
        }
        return h;
    }

    static class Spuzzle implements Comparable<Spuzzle>{
        int [][]board;
        int r,c,h,f,g;
        public Spuzzle(int [][] board,int g,int h,int f,int r,int c){
            this.board=board;
            this.g=g;
            this.h=h;
            this.f=f;
            this.r=r;
            this.c=c;
        }
        public int compareTo(Spuzzle o){
            return this.f-o.f;
        }
    }

    public static void slidepuzzle(int [][] board,int cr,int cc){
        PriorityQueue<Spuzzle> pq=new PriorityQueue<>();
        int n=board.length;
        int hur=gethuristic(board);
        pq.add(new Spuzzle(board,0,hur,0+hur,cr,cc));

        while(pq.size()<16){
            Spuzzle rem=pq.remove();
            int [][] pboard=rem.board;
            int er=rem.r;
            int ec=rem.c;
            int h=rem.h;
            int g=rem.g;
            int f=rem.f;
            if(h==0){

```

```

        System.out.println("-----Solution/Goal
Acheived-----");
        System.out.println("Goal : "+g+" Huristic : "+h+" Function
cost : "+f);
        display(pboard);
        System.exit(0);
    }
    System.out.println("Goal : "+g+" Huristic : "+h+" Function cost :
"+f);
    display(pboard);
    for(int i=0;i<4;i++){
        int r=er + rdir[i];
        int c=ec + cdir[i];
        if(r>=0 && c>=0 && r<n && c<n){
            int [][] newboard = new int [n][n];
            addval (newboard,pboard);
            newboard[er][ec]=pboard[r][c];
            newboard[r][c]=0;
            int H=gethuristic(newboard);
            int G=g+1;
            int F=H+G;
            pq.add(new Spuzzle(newboard,G,H,F,r,c));
        }
    }
}
}
}
}

```

Output below :

