JUG

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28 September 2022

1 Introduction

```
from collections import defaultdict
visited = defaultdict(lambda: False)
# To store J1, J2 and Litre
J1, J2, L = 0, 0, 0
def Water_Jug_problem(X, Y):
    global J1, J2, L
    if (X == L \text{ and } Y == 0) or (Y == L \text{ and } X == 0):
        print("(",X, ", ",Y,")", sep ="")
        return True
    if visited[(X, Y)] == False:
        print("(",X, ", ",Y,")", sep ="")
        visited[(X, Y)] = True
        return (Water_Jug_problem(0, Y) or
                Water_Jug_problem(X, 0) or
                Water_Jug_problem(J1, Y) or
                Water_Jug_problem(X, J2) or
                Water_Jug_problem(X + min(Y, (J1-X)),
                Y - min(Y, (J1-X))) or
                Water_Jug_problem(X - min(X, (J2-Y)),
                Y + min(X, (J2-Y)))
    else:
       return False
# Main Code
```

```
J1 = 2
J2 = 5
L = 3
print("Path is as Follow:")
Water_Jug_problem(0, 0)
```

```
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                           return (Water_Jug_problem(0, Y) or
    Water_Jug_problem(X, 0) or
    Water_Jug_problem(X, 1) or
    Water_Jug_problem(X, 2) or
    Water_Jug_problem(X, 2) or
    Water_Jug_problem(X + min(Y, (31-X)),
    Y - min(Y, (31-X))) or
    Water_Jug_problem(X - min(X, (32-Y)),
    Y + min(X, (32-Y))))

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                                                                                                                                                                                                               Q
\{x\}
else:
return False
                  # Main Code
                  J1 = 2
J2 = 5
                  print("Path is as Follow:")
                  Water_Jug_problem(0, 0)
           Path is as Follow:
(0, 0)
(2, 0)
(2, 5)
(0, 5)
(2, 3)
(0, 3)
True
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```

Figure 1: WATER JUG