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CS170 Project 01 - Eight Puzzle Solver

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Select from the following options:

 1) Use default puzzle              1 2 3
 2) Use Oh Boy puzzle.              4 5 6
 3) Enter your own puzzle.          7 8 *

Enter Choice Here: 1

Please choose from the following algorithms:

1) Uniform Cost Search             1 2 3    1 2 3
2) A* - Misplace Tile Heurisitc    4 8 * -> 4 5 6
3) A* - Euclidean Dist Heuristic   7 6 5    7 8 *

Enter Choice Here: 3
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f(n) = 3.0
g(n) = 0
h(n) = 3.0

1 * 3
4 2 6
7 5 8

Expanding this node...
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f(n) = 3.0
g(n) = 1
h(n) = 2.0

1 2 3
4 * 6
7 5 8

Expanding this node...
-------------
f(n) = 3.0
g(n) = 2
h(n) = 1.0

1 2 3
4 5 6
7 * 8

Expanding this node...
-------------
f(n) = 3.0
g(n) = 3
h(n) = 0.0

1 2 3
4 5 6
7 8 *

GOAL
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To solve this problem the search algorithm expanded a total of 3 nodes
The maximum number of nodes in the queue at any one time: 6
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