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from __future__ import annotations
from typing import TypeVar, Iterable, Sequence, Generic, \
List, Callable, Set, Deque, Dict, Any, Optional from typing_extensions import Protocol
from heapq import heappush, heappop
T = TypeVar('T')
def linear contains(iterable: Iterable[T], key: T) -> bool:
    for item in iterable:
        if item == key:
C = TypeVar("C", bound="Comparable")
# 파이썬 다음 버전에서는 이런한 공통 연산자를 구현하는 타입에 대한
# 타입 힌트를 작성하는 보다 간결한 방법이 있어야 할 것이다.
# >> 현재 버전에서 아래의 사항들을 정의해주지 않아도 문제 없는데...?
class Comparable(Protocol):
    def __gt__(self: C, other: C) -> bool:
    return (not self < other) and self != other</pre>
    def __le__(self: C, other: C) -> bool:
    return self < other or self == other</pre>
    def __ge__(self: C, other: C) -> bool:
    return not self < other</pre>
def binary_contains(sequence: Sequence[C], key: C) -> bool:
    high: int = len(sequence) - 1
    while low <= high:</pre>
        mid: int = (low + high) // 2
if sequence[mid] < key:</pre>
            high = mid - 1
class Stack(Generic[T]):
        self._container: List[T] = []
    @property
    def empty(self) -> bool:
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self._container.append(item)
   def pop(self) -> T:
       return self._container.pop()
       return repr(self._container)
# end of Stack
class Queue(Generic[T]):
       self._container: Deque[T] = Deque()
   @property
   def empty(self) -> bool:
   def push(self, item: T) -> None:
       self._container.append(item)
   def pop(self) -> T:
       return self._container.popleft()
   def __repr__(self) -> str:
    return repr(self._container)
class PriorityQueue(Generic[T]):
   def __init__(self) -> None:
    self._container: List[T] = []
   @property
    def empty(self) -> bool:
   def push(self, item: T) -> None:
       heappush(self._container, item)
   def pop(self) -> T:
       return heappop(self._container)
       return repr(self._container)
# frontier.push(Node(initial, None))
# frontier.push(Node(child, current_node))
class Node(Generic[T]):
   self.parent: Optional[Node] = parent
       self.heuristic: float = heuristic
          _lt__(self, other: Node) -> bool:
       return (self.cost + self.heuristic) < (other.cost + other.heuristic)</pre>
```

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def dfs(initial: T, goal_test: Callable[[T], bool],
         successors: Callable[[T], List[T]]) -> Optional[Node[T]]:
    frontier: Stack[Node[T]] = Stack()
    frontier.push(Node(initial, None))
    explored: Set[T] = {initial}
    while not frontier.empty:
        current_node: Node[T] = frontier.pop()
        current_state: T = current_node.state
        if goal_test(current_state):
            return current_node
        for child in successors(current_state):
            if child in explored:
            explored.add(child)
            frontier.push(Node(child, current_node))
# end of dfs
frontier: Queue[Node[T]] = Queue()
    frontier.push((Node(initial, None)))
explored: Set[T] = {initial}
    while not frontier.empty:
        current_node: Node[T] = frontier.pop()
        current_state: T = current_node.state
        if goal_test(current_state):
            return current_node
        for child in successors(current_state):
            if child in explored:
            explored.add(child)
            frontier.push(Node(child, current_node))
def astar(initial: T, goal_test: Callable[[T], bool],
          successors: Callable[[T], List[T]], heuristic: Callable[[T], float]) -> Optional[Node[T]]:
    frontier: PriorityQueue[Node[T]] = PriorityQueue()
frontier.push(Node(initial, None, 0.0, heuristic(initial)))
explored: Dict[T, float] = {initial: 0.0}
    while not frontier.empty:
        current_state: T = current_node.state
        if goal_test(current_state):
            return current_node
        for child in successors(current_state):
            new_cost: float = current_node.cost + 1
            if child not in explored or explored[child] > new_cost:
                explored[child] = new_cost
                frontier.push(Node(child, current_node, new_cost, heuristic(initial)))
    return None
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def node_to_path(node: Node[T]) -> List[T]:
    path: List[T] = [node.state]
    while node.parent is not None:
        node = node.parent
        path.append(node.state)
    path.reverse()
    return path
# end of note_to_path

# if __name__ == "__main__":
    print(linear_contains([1, 5, 15, 15, 15, 15, 20], 5))
# print(binary_contains(["a", "d", "e", "f", "z"], "f"))
# print(binary_contains(["iohn" "mank" "sanah"] "shaila"))
```