Programming Assignment 4: 8 Puzzle | 8puzzle.zip Help Center

Submission		
Submission time	Fri-02-Oct 21:56:54	
Raw Score	100.00 / 100.00	
Feedback	See the Assessment Guide for information on how to interpret this report.	

Assessment Summary

Compilation: PASSED Style: PASSED

Findbugs: No potential bugs found.

API: PASSED

Correctness: 42/42 tests passed
Memory: 8/8 tests passed
Timing: 17/17 tests passed

Aggregate score: 100.00% [Correctness: 65%, Memory: 10%, Timing: 25

%, Style: 0%]

Assessment Details

% javac Board.java *
*
% javac Solver.java
*Note: Solver.java uses unchecked or unsafe operations. Note: Recompile with -Xlint:unchecked for details.
% checkstyle *.java *
*
% findbugs *.class *
Testing the APIs of your programs.
*Board:
Solver:

* correctness

Testing methods in Board
*Running 22 total tests.

```
Tests 5, 6, 13, and 14 rely upon toString() returning results in pr
escribed format.
Test 1a: Test hamming() with file inputs
    puzzle04.txt
  * puzzle00.txt
  * puzzle07.txt
  * puzzle17.txt
  * puzzle27.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 1b: Test hamming() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 2a: Test manhattan() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle07.txt
  * puzzle17.txt
  * puzzle27.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 2b: Test manhattan() with random N-by-N boards
  * 2-by-2
```

* 3-by-3

* 4-by-4

* 5-by-5

* 9-by-9

* 10-by-10

* 127-by-127

==> passed

Test 3: Test dimension() with random N-by-N boards

* 2-by-2

```
* 3-by-3
  * 4-by-4
  * 5-by-5
==> passed
Test 4a: Test toString() with file inputs
  * puzzle04.txt
  * puzzle00.txt
 * puzzle06.txt
 * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 4b: Test toString() with random N-by-N boards
 * 2-by-2
  * 3-by-3
 * 4-by-4
  * 5-by-5
  * 9-by-9
 * 10-by-10
 * 127-by-127
==> passed
Test 5a: Test neighbors() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 5b: Test neighbors() with random N-by-N boards
 * 2-by-2
  * 3-by-3
  * 4-by-4
 * 5-by-5
 * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 6a: Test neighbors() of neigbors() with file inputs
```

```
* puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 6b: Test neighbors() of neighbors() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 7a: Test twin() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 7b: Test twin() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 8a: Test isGoal() on file inputs
  * puzzle00.txt
  * puzzle04.txt
  * puzzle16.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
```

puzzle3x3-unsolvable1.txt

```
* puzzle3x3-00.txt
  * puzzle4x4-00.txt
==> passed
Test 8b: Test isGoal() on N-by-N goal boards
     2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 6-by-6
  * 100-by-100
==> passed
Test 9: Check whether two Board objects can be created at the same
time
      random 3-by-3 and 3-by-3 boards
     random 4-by-4 and 4-by-4 boards
      random 2-by-2 and 2-by-2 boards
      random 3-by-3 and 4-by-4 boards
      random 4-by-4 and 3-by-3 boards
==> passed
Test 10a: Check equals()
  * reflexive
  * symmetric
  * checks that individual entries of array are equal
  * argument is object of type String
  * argument is object of type Object
  * argument is null
  * argument is Board of different dimension
==> passed
Test 10b: Test equals() on M-by-M vs. N-by-N goal boards
  * M = 2, N = 2
  * M = 3, N = 3
  * M = 4, N = 4
  * M = 2, N = 5
  * M = 5, N = 2
==> passed
Test 11: Check that Board is immutable by changing argument array a
fter
         construction and making sure Board does not mutate
```

==> passed

```
Test 12: Check that Board is immutable by testing whether methods
        return the same value, regardless of order in which called
 * puzzle10.txt
 * puzzle20.txt
 * puzzle30.txt
 * 2-by-2
 * 3-by-3
 * 4-by-4
==> passed
Test 13: Call hamming() on a board that is kth-neighbor of a board
 * Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Test 14: Call manhattan() on a board that is a kth-neighbor of a bo
ard
 * Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Total: 22/22 tests passed!
*************************
*****
* correctness (substituting reference Board.java)
*****************
******
Testing methods in Solver
Running 20 total tests.
```

```
Test 1: Call moves() with file inputs
  * puzzle00.txt
 * puzzle01.txt
  * puzzle02.txt
 * puzzle03.txt
  * puzzle04.txt
  * puzzle05.txt
 * puzzle06.txt
 * puzzle07.txt
  * puzzle08.txt
  * puzzle09.txt
  * puzzle10.txt
  * puzzle11.txt
 * puzzle12.txt
  * puzzle13.txt
==> passed
Test 2: Call solution() with file inputs
  * puzzle00.txt
  * puzzle01.txt
  * puzzle02.txt
  * puzzle03.txt
  * puzzle04.txt
  * puzzle05.txt
 * puzzle06.txt
  * puzzle07.txt
  * puzzle08.txt
  * puzzle10.txt
  * puzzle15.txt
==> passed
Test 3: Create two Solver objects at the same time
 * puzzle04.txt and puzzle04.txt
 * puzzle00.txt and puzzle04.txt
 * puzzle04.txt and puzzle00.txt
==> passed
Test 4a: Call isSolvable() with file inputs
  * puzzle01.txt
  * puzzle03.txt
  * puzzle04.txt
  * puzzle17.txt
```

* puzzle3x3-unsolvable1.txt

```
* puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 4b: Call isSolvable() on random N-by-N puzzles
  * 100 random 2-by-2 boards
==> passed
Test 5: Call moves() on unsolvable puzzles
  * puzzle2x2-unsolvable1.txt
  * puzzle2x2-unsolvable2.txt
  * puzzle3x3-unsolvable1.txt
  * puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 6: Call solution() on unsolvable puzzles
  * puzzle2x2-unsolvable1.txt
  * puzzle2x2-unsolvable2.txt
  * puzzle3x3-unsolvable1.txt
  * puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 7a: Check that Solver is immutable by testing whether methods
  * puzzle3x3-00.txt
  * puzzle3x3-01.txt
  * puzzle3x3-05.txt
  * puzzle3x3-10.txt
  * random 2-by-2 solvable boards
==> passed
```

return the same value, regardless of order in which called

Test 7b: Check that Solver is immutable by testing whether methods return the same value, regardless of order in which called

- * puzzle3x3-unsolvable1.txt
- * puzzle3x3-unsolvable2.txt
- * puzzle4x4-unsolvable.txt
- * random 2-by-2 unsolvable boards
- ==> passed

Test 8: Call moves() with more file inputs

- * puzzle14.txt
- * puzzle15.txt

```
* puzzle16.txt
  * puzzle17.txt
  * puzzle18.txt
  * puzzle19.txt
  * puzzle20.txt
  * puzzle21.txt
  * puzzle22.txt
  * puzzle23.txt
  * puzzle24.txt
  * puzzle25.txt
  * puzzle26.txt
  * puzzle27.txt
  * puzzle28.txt
  * puzzle29.txt
  * puzzle30.txt
  * puzzle31.txt
==> passed
Test 9: Check whether equals() method in Board is called
        with an argument of the wrong type
  * puzzle00.txt
  * puzzle05.txt
  * puzzle10.txt
  * puzzle15.txt
==> passed
Test 10: Check that constructor throws exception if board is null
==> passed
Test 11: Check for fragile dependence on toString()
  * puzzle00.txt
  * puzzle04.txt
  * puzzle08.txt
  * puzzle12.txt
==> passed
Test 12a: Call moves() with 2-by-2 file inputs
  * puzzle2x2-00.txt
  * puzzle2x2-01.txt
  * puzzle2x2-02.txt
  * puzzle2x2-03.txt
  * puzzle2x2-04.txt
    puzzle2x2-05.txt
    puzzle2x2-06.txt
```

```
==> passed
Test 12b: Call solution() with 2-by-2 file inputs
  * puzzle2x2-00.txt
  * puzzle2x2-01.txt
  * puzzle2x2-02.txt
  * puzzle2x2-03.txt
  * puzzle2x2-04.txt
  * puzzle2x2-05.txt
  * puzzle2x2-06.txt
==> passed
Test 13a: Call moves() with 3-by-3 file inputs
  * puzzle3x3-00.txt
  * puzzle3x3-01.txt
  * puzzle3x3-02.txt
  * puzzle3x3-03.txt
  * puzzle3x3-04.txt
  * puzzle3x3-05.txt
    puzzle3x3-06.txt
    puzzle3x3-07.txt
  * puzzle3x3-08.txt
    puzzle3x3-09.txt
  * puzzle3x3-10.txt
    puzzle3x3-11.txt
     puzzle3x3-12.txt
    puzzle3x3-13.txt
    puzzle3x3-14.txt
  * puzzle3x3-15.txt
    puzzle3x3-16.txt
    puzzle3x3-17.txt
  * puzzle3x3-18.txt
     puzzle3x3-19.txt
    puzzle3x3-20.txt
    puzzle3x3-21.txt
    puzzle3x3-22.txt
    puzzle3x3-23.txt
    puzzle3x3-24.txt
  * puzzle3x3-25.txt
    puzzle3x3-26.txt
    puzzle3x3-27.txt
    puzzle3x3-28.txt
     puzzle3x3-29.txt
     puzzle3x3-30.txt
```

```
==> passed
Test 13b: Call solution() with 3-by-3 file inputs
 * puzzle3x3-00.txt
 * puzzle3x3-01.txt
    puzzle3x3-02.txt
  * puzzle3x3-03.txt
    puzzle3x3-04.txt
    puzzle3x3-05.txt
    puzzle3x3-06.txt
  * puzzle3x3-07.txt
  * puzzle3x3-08.txt
    puzzle3x3-09.txt
    puzzle3x3-10.txt
    puzzle3x3-11.txt
    puzzle3x3-12.txt
 * puzzle3x3-13.txt
 * puzzle3x3-14.txt
  * puzzle3x3-15.txt
    puzzle3x3-16.txt
    puzzle3x3-17.txt
 * puzzle3x3-18.txt
    puzzle3x3-19.txt
  * puzzle3x3-20.txt
 * puzzle3x3-21.txt
    puzzle3x3-22.txt
    puzzle3x3-23.txt
  * puzzle3x3-24.txt
  * puzzle3x3-25.txt
 * puzzle3x3-26.txt
 * puzzle3x3-27.txt
 * puzzle3x3-28.txt
 * puzzle3x3-29.txt
  * puzzle3x3-30.txt
==> passed
Test 14a: Call moves() with 4-by-4 file inputs
```

* puzzle4x4-00.txt

* puzzle4x4-01.txt

* puzzle4x4-02.txt

* puzzle4x4-03.txt

* puzzle4x4-04.txt

* puzzle4x4-05.txt

* puzzle4x4-06.txt

```
puzzle4x4-07.txt
    puzzle4x4-08.txt
     puzzle4x4-09.txt
     puzzle4x4-10.txt
    puzzle4x4-11.txt
     puzzle4x4-12.txt
     puzzle4x4-13.txt
     puzzle4x4-14.txt
     puzzle4x4-15.txt
     puzzle4x4-16.txt
     puzzle4x4-17.txt
    puzzle4x4-18.txt
     puzzle4x4-19.txt
     puzzle4x4-20.txt
     puzzle4x4-21.txt
     puzzle4x4-22.txt
    puzzle4x4-23.txt
    puzzle4x4-24.txt
  * puzzle4x4-25.txt
    puzzle4x4-26.txt
     puzzle4x4-27.txt
  * puzzle4x4-28.txt
    puzzle4x4-29.txt
  * puzzle4x4-30.txt
==> passed
Test 14b: Call solution() with 4-by-4 file inputs
  * puzzle4x4-00.txt
  * puzzle4x4-01.txt
  * puzzle4x4-02.txt
  * puzzle4x4-03.txt
  * puzzle4x4-04.txt
     puzzle4x4-05.txt
    puzzle4x4-06.txt
    puzzle4x4-07.txt
     puzzle4x4-08.txt
    puzzle4x4-09.txt
     puzzle4x4-10.txt
  * puzzle4x4-11.txt
     puzzle4x4-12.txt
     puzzle4x4-13.txt
     puzzle4x4-14.txt
     puzzle4x4-15.txt
     puzzle4x4-16.txt
```

```
puzzle4x4-17.txt
 * puzzle4x4-18.txt
    puzzle4x4-19.txt
    puzzle4x4-20.txt
    puzzle4x4-21.txt
    puzzle4x4-22.txt
    puzzle4x4-23.txt
    puzzle4x4-24.txt
    puzzle4x4-25.txt
    puzzle4x4-26.txt
 * puzzle4x4-27.txt
 * puzzle4x4-28.txt
 * puzzle4x4-29.txt
 * puzzle4x4-30.txt
==> passed
Test 15: Call moves() with random solvable N-by-N boards
    100 random 2-by-2 boards
 * 200 random 3-by-3 boards that are <= 20 moves from goal
 * 200 random 4-by-4 boards that are \ll 20 moves from goal
 * 200 random 5-by-5 boards that are <= 20 moves from goal
==> passed
Total: 20/20 tests passed!
*************************
*****
* memory
**************************
*****
Computing memory of Board
Running 8 total tests.
Memory usage of an N-by-N board
            N student (bytes) reference (bytes)
                       256
                                         240
=> passed 4
                       576
=> passed
            8
                                         560
```

=> passed	12	1024	1008
=> passed	16	1600	1584
=> passed	20	2304	2288
=> passed	36	6400	6384
=> passed	72	23104	23088
=> passed	120	61504	61488
==> 8/8 tests passed			

Total: 8/8 tests passed!

```
Student memory = 4.00 \text{ N}^2 + 32.00 \text{ N} + 64.00 (R^2 = 1.000)
Reference memory = 4.00 \text{ N}^2 + 32.00 \text{ N} + 48.00 (R^2 = 1.000)
```

* timing

Timing Solver

*_____

Running 17 total tests.

Timing tests use your implementation of Board.java and Solver.java. Maximum time allowed per puzzle is 10 seconds.

n()	filename max PQ size	N	seconds	insert()	delMi
=> passed 425	puzzle20.txt	3	0.03	1069	644
=> passed 795	puzzle21.txt	3	0.02	1951	1156
=> passed 1306	puzzle22.txt	3	0.04	3198	1892
=> passed 1750	puzzle23.txt	3	0.04	4344	2594
=> passed 912	puzzle24.txt	3	0.02	2316	1404

=> passed 3021	puzzle25.txt	3	0.08	7533	4512
=> passed 2026	puzzle26.txt	3	0.05	5150	3124
=> passed 2328	puzzle27.txt	3	0.06	5972	3644
=> passed 6129	puzzle28.txt	3	0.18	15669	9540
=> passed 4181	puzzle29.txt	3	0.12	10847	6666
=> passed 13296	puzzle30.txt	3	0.40	34010	20714
=> passed 15813	puzzle31.txt	3	0.47	40695	24882
=> passed 77175	puzzle34.txt	4	2.59	148487	71312
=> passed 32710	puzzle37.txt	4	1.05	63072	30362
=> passed 20626	puzzle39.txt	4	0.67	40724	20098
=> passed 16158	puzzle41.txt	5	0.53	28318	12160
=> passed 84303	puzzle44.txt	5	3.68	153237	68934
==> 17/17	tests passed				
Total: 17/	′17 tests passed	d!			

Submission	
Submission time	Fri-02-Oct 21:51:52
Raw Score	35.30 / 100.00
Feedback	See the Assessment Guide for information on how to interpret this report.
	Assessment Summary

Compilation: PASSED

Style: PASSED
Findbugs: Potential bugs found.

API: PASSED

Correctness: 22/42 tests passed Memory: 1/8 tests passed Timing: 0/17 tests passed

Aggregate score: 35.30% [Correctness: 65%, Memory: 10%, Timing: 25%

, Style: 0%]

Assessment Details

The following files were submitted:
total 20K
-rw-rr 1 4.7K Oct 3 04:52 Board.java
-rw-rr 1 5.0K Oct 3 04:52 Solver.java
-rw-rr 1 3.0K Oct 3 04:52 studentSubmission.zip

* compiling

% javac Board.java
*
% igyas Solven igya
% javac Solver.java *
Note: Solver.java uses unchecked or unsafe operations.
Note: Recompile with -Xlint:unchecked for details.
Note. Recomplie with Aline, undirected for details.

```
% checkstyle *.java
% findbugs *.class
M P UUF_UNUSED_FIELD UuF: Unused field: Board.manhattanDist In Boa
rd.java
M P UUF_UNUSED_FIELD UuF: Unused field: Board.hammingDist In Board
Warnings generated: 2
_____
Testing the APIs of your programs.
Board:
Solver:
*************************
*****
* correctness
*************************
*****
Testing methods in Board
*_____
Running 22 total tests.
Tests 5, 6, 13, and 14 rely upon toString() returning results in pr
escribed format.
Test 1a: Test hamming() with file inputs
 * puzzle04.txt
```

* puzzle00.txt

* puzzle07.txt

* puzzle17.txt

puzzle27.txt

```
puzzle2x2-unsolvable1.txt
==> passed
Test 1b: Test hamming() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 2a: Test manhattan() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle07.txt
  * puzzle17.txt
  * puzzle27.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 2b: Test manhattan() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 3: Test dimension() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
==> passed
Test 4a: Test toString() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
```

```
* puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 4b: Test toString() with random N-by-N boards
    2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 5a: Test neighbors() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 5b: Test neighbors() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 6a: Test neighbors() of neigbors() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 6b: Test neighbors() of neighbors() with random N-by-N boards
    2-by-2
```

```
* 3-by-3
 * 4-by-4
  * 5-by-5
 * 9-by-9
 * 10-by-10
==> passed
Test 7a: Test twin() with file inputs
  * puzzle04.txt
 * puzzle00.txt
 * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 7b: Test twin() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
 * 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 8a: Test isGoal() on file inputs
 * puzzle00.txt
  * puzzle04.txt
  * puzzle16.txt
 * puzzle06.txt
 * puzzle09.txt
 * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
  * puzzle3x3-unsolvable1.txt
 * puzzle3x3-00.txt
    puzzle4x4-00.txt
==> passed
Test 8b: Test isGoal() on N-by-N goal boards
  * 2-by-2
 * 3-by-3
 * 4-by-4
 * 5-by-5
 * 6-by-6
```

```
100-by-100
==> passed
Test 9: Check whether two Board objects can be created at the same
time
      random 3-by-3 and 3-by-3 boards
     random 4-by-4 and 4-by-4 boards
     random 2-by-2 and 2-by-2 boards
  *
     random 3-by-3 and 4-by-4 boards
     random 4-by-4 and 3-by-3 boards
==> passed
Test 10a: Check equals()
    reflexive
  *
    symmetric
 * checks that individual entries of array are equal
  * argument is object of type String
  * argument is object of type Object
  * argument is null
  * argument is Board of different dimension
==> passed
Test 10b: Test equals() on M-by-M vs. N-by-N goal boards
  * M = 2, N = 2
  * M = 3, N = 3
  * M = 4, N = 4
 * M = 2, N = 5
  * M = 5, N = 2
==> passed
Test 11: Check that Board is immutable by changing argument array a
fter
         construction and making sure Board does not mutate
==> passed
Test 12: Check that Board is immutable by testing whether methods
         return the same value, regardless of order in which called
  * puzzle10.txt
  * puzzle20.txt
  * puzzle30.txt
  * 2-by-2
  * 3-by-3
  * 4-by-4
```

==> passed

```
Test 13: Call hamming() on a board that is kth-neighbor of a board
 * Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Test 14: Call manhattan() on a board that is a kth-neighbor of a bo
ard
 * Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Total: 22/22 tests passed!
*************************
* correctness (substituting reference Board.java)
*****************
*****
Testing methods in Solver
Running 20 total tests.
Test 1: Call moves() with file inputs
 * puzzle00.txt
 * puzzle01.txt
2
1 0
3 2
priorities: 1
moves: 0
2
```

```
1 2
 3 0
priorities: 1
moves: 1
 * puzzle02.txt
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 0 71
73 74 75 76 77 78 79 80 72
priorities: 2
moves: 0
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 0
73 74 75 76 77 78 79 80 72
priorities: 2
moves: 1
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 0
priorities: 2
moves: 2
* puzzle03.txt
2
2 0
```

```
1 3
priorities: 3
moves: 0
2
0 2
1 3
priorities: 3
moves: 1
2
1 2
0 3
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
* puzzle04.txt
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
4 5 0
7 8 6
priorities: 4
moves: 3
```

3

```
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
* puzzle05.txt
3
4 1 3
0 2 6
7 5 8
priorities: 5
moves: 0
3
0 1 3
4 2 6
7 5 8
priorities: 5
moves: 1
3
1 0 3
4 2 6
7 5 8
priorities: 5
moves: 2
3
1 2 3
4 0 6
7 5 8
priorities: 5
moves: 3
3
1 2 3
4 5 6
7 0 8
priorities: 5
moves: 4
3
1 2 3
4 5 6
7 8 0
priorities: 5
moves: 5
* puzzle06.txt
```

4

```
0 1 2 3
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 0
4
1 0 2 3
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 1
4
1 2 0 3
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 2
4
1 2 3 0
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 3
4
1 2 3 4
5 6 7 0
9 10 11 8
13 14 15 12
priorities: 6
moves: 4
4
1 2 3 4
5 6 7 8
9 10 11 0
13 14 15 12
priorities: 6
moves: 5
4
```

1 2 3 4 5 6 7 8

```
9 10 11 12
13 14 15 0
priorities: 6
moves: 6
* puzzle07.txt
3
1 2 3
0 7 6
5 4 8
priorities: 7
moves: 0
3
1 2 3
5 7 6
0 4 8
priorities: 7
moves: 1
3
1 2 3
5 7 6
4 0 8
priorities: 7
moves: 2
3
1 2 3
5 7 6
4 8 0
priorities: 7
moves: 3
3
1 2 3
5 0 6
4 7 8
priorities: 7
moves: 3
3
1 2 3
0 5 6
4 7 8
priorities: 7
moves: 4
3
1 2 3
```

4 5 6

```
0 7 8
priorities: 7
moves: 5
3
1 2 3
4 5 6
7 0 8
priorities: 7
moves: 6
3
1 2 3
4 5 6
7 8 0
priorities: 7
moves: 7
* puzzle08.txt
3
2 3 5
1 0 4
7 8 6
priorities: 8
moves: 0
3
2 3 5
1 4 0
7 8 6
priorities: 8
moves: 1
3
2 3 5
1 4 6
7 8 0
priorities: 8
moves: 2
3
2 3 0
1 4 5
7 8 6
priorities: 8
moves: 2
3
2 0 3
1 4 5
```

7 8 6

```
priorities: 8
moves: 3
3
0 2 3
1 4 5
7 8 6
priorities: 8
moves: 4
3
1 2 3
0 4 5
7 8 6
priorities: 8
moves: 5
3
1 2 3
4 0 5
7 8 6
priorities: 8
moves: 6
3
1 2 3
4 5 0
7 8 6
priorities: 8
moves: 7
3
1 2 3
4 5 6
7 8 0
priorities: 8
moves: 8
* puzzle09.txt
4
2 0 3 4
1 10 6 8
5 9 7 12
13 14 11 15
priorities: 9
moves: 0
4
0 2 3 4
1 10 6 8
```

5 9 7 12

```
13 14 11 15
priorities: 9
moves: 1
1 2 3 4
0 10 6 8
5 9 7 12
13 14 11 15
priorities: 9
moves: 2
4
1 2 3 4
5 10 6 8
0 9 7 12
13 14 11 15
priorities: 9
moves: 3
1 2 3 4
5 10 6 8
9 0 7 12
13 14 11 15
priorities: 9
moves: 4
1 2 3 4
5 0 6 8
9 10 7 12
13 14 11 15
priorities: 9
moves: 5
4
1 2 3 4
5 6 0 8
9 10 7 12
13 14 11 15
priorities: 9
moves: 6
4
1 2 3 4
5 6 7 8
9 10 0 12
```

13 14 11 15

priorities: 9

```
moves: 7
4
 1 2
      3 4
 5 6 7 8
9 10 11 12
13 14 0 15
priorities: 9
moves: 8
4
1 2 3 4
 5 6 7 8
9 10 11 12
13 14 15 0
priorities: 9
moves: 9
* puzzle10.txt
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 0 65 67 68 78 69 70 72
73 74 66 75 76 77 79 71 80
priorities: 10
moves: 0
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 0 67 68 78 69 70 72
73 74 66 75 76 77 79 71 80
priorities: 10
moves: 1
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
```

```
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 0 75 76 77 79 71 80
priorities: 10
moves: 2
9
      3 4 5 6 7 8 9
1 2
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 0 76 77 79 71 80
priorities: 10
moves: 3
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 76 0 77 79 71 80
priorities: 10
moves: 4
9
      3 4 5 6 7 8
   2
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 76 77 0 79 71 80
priorities: 10
```

moves: 5

```
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 0 69 70 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 6
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 0 70 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 7
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 0 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 8
9
      3 4 5 6 7 8 9
1 2
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
```

55 56 57 58 59 60 61 62 63

```
64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 0 80
priorities: 10
moves: 9
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 0
priorities: 10
moves: 10
* puzzle11.txt
3
1 0 2
7 5 4
8 6 3
priorities: 9
moves: 0
3
1 2 0
7 5 4
8 6 3
priorities: 9
moves: 1
3
1 2 4
7 5 0
8 6 3
priorities: 11
moves: 2
3
1 2 4
7 5 3
8 6 0
priorities: 11
moves: 3
3
1 2 4
```

7 5 3

```
8 0 6
priorities: 11
moves: 4
3
1 2 4
7 5 3
0 8 6
priorities: 11
moves: 5
3
1 2 4
0 5 3
7 8 6
priorities: 11
moves: 6
3
1 5 2
7 0 4
8 6 3
priorities: 11
moves: 1
3
1 5 2
7 6 4
8 0 3
priorities: 11
moves: 2
3
1 5 2
7 6 4
0 8 3
priorities: 11
moves: 3
3
1 5 2
0 6 4
7 8 3
priorities: 11
moves: 4
3
1 5 2
7 4 0
8 6 3
```

priorities: 11

```
moves: 2
3
1 5 2
7 4 3
8 6 0
priorities: 11
moves: 3
3
1 5 2
7 4 3
8 0 6
priorities: 11
moves: 4
3
1 5 2
7 4 3
0 8 6
priorities: 11
moves: 5
3
1 5 2
0 4 3
7 8 6
priorities: 11
moves: 6
3
1 5 2
4 0 3
7 8 6
priorities: 11
moves: 7
3
1 0 2
4 5 3
7 8 6
priorities: 11
moves: 8
3
1 2 0
4 5 3
7 8 6
priorities: 11
moves: 9
```

```
1 2 3
4 5 0
7 8 6
priorities: 11
moves: 10
3
1 2 3
4 5 6
7 8 0
priorities: 11
moves: 11
* puzzle12.txt
5
1 2 3 4 5
12 6 8 9 10
0 7 13 19 14
11 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 0
5
1 2 3 4 5
12 6 8 9 10
11 7 13 19 14
0 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 1
5
1 2 3 4 5
12 6 8 9 10
11 7 13 19 14
16 0 17 18 15
21 22 23 24 20
priorities: 12
moves: 2
5
1 2 3 4 5
12 6 8 9 10
11 7 13 19 14
16 17 0 18 15
21 22 23 24 20
priorities: 12
```

moves: 3

```
5
1 2 3 4 5
12 6 8 9 10
11 7 13 19 14
16 17 18 0 15
21 22 23 24 20
priorities: 12
moves: 4
5
1 2 3 4 5
12 6 8 9 10
11 7 13 0 14
16 17 18 19 15
21 22 23 24 20
priorities: 12
moves: 5
5
1 2 3 4 5
12 6 8 9 10
11 7 13 14 0
16 17 18 19 15
21 22 23 24 20
priorities: 12
moves: 6
5
1 2 3 4 5
12 6 8 9 10
11 7 13 14 15
16 17 18 19 0
21 22 23 24 20
priorities: 12
moves: 7
5
1 2 3 4 5
12 6 8 9 10
11 7 13 14 15
16 17 18 19 20
21 22 23 24 0
priorities: 12
moves: 8
5
1 2 3 4 5
0
  6
      8 9 10
12 7 13 19 14
```

```
11 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 1
5
1 2 3 4 5
6 0 8 9 10
12 7 13 19 14
11 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 2
5
1 2 3 4 5
6 7 8 9 10
12 0 13 19 14
11 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 3
5
1 2 3 4 5
6 7 8 9 10
0 12 13 19 14
11 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 4
5
1 2 3 4 5
6 7 8 9 10
11 12 13 19 14
0 16 17 18 15
21 22 23 24 20
priorities: 12
moves: 5
5
1 2 3 4 5
6 7 8 9 10
11 12 13 19 14
16 0 17 18 15
21 22 23 24 20
```

priorities: 12

moves: 6

```
5
1 2 3 4 5
 6 7 8 9 10
11 12 13 19 14
16 17 0 18 15
21 22 23 24 20
priorities: 12
moves: 7
5
1 2 3 4 5
6 7 8 9 10
11 12 13 19 14
16 17 18 0 15
21 22 23 24 20
priorities: 12
moves: 8
5
1 2 3 4 5
6 7 8 9 10
11 12 13 0 14
16 17 18 19 15
21 22 23 24 20
priorities: 12
moves: 9
5
1 2 3 4 5
6 7 8 9 10
11 12 13 14 0
16 17 18 19 15
21 22 23 24 20
priorities: 12
moves: 10
5
1 2 3 4 5
6 7 8 9 10
11 12 13 14 15
16 17 18 19 0
21 22 23 24 20
priorities: 12
moves: 11
5
1 2 3 4 5
 6 7
      8 9 10
11 12 13 14 15
```

```
16 17 18 19 20
21 22 23 24 0
priorities: 12
moves: 12
* puzzle13.txt
2 3 4 8
1 6 0 12
5 10 7 11
9 13 14 15
priorities: 13
moves: 0
4
2 3 4 8
1 6 7 12
5 10 0 11
9 13 14 15
priorities: 13
moves: 1
2 3 4 8
1 6 7 12
5 10 11 0
9 13 14 15
priorities: 13
moves: 2
4
2 3 4 8
1 6 7 0
5 10 11 12
9 13 14 15
priorities: 13
moves: 3
4
2 3 4 0
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 4
4
2 3 0 4
1 6 7 8
```

5 10 11 12

```
9 13 14 15
priorities: 13
moves: 5
4
2 0 3 4
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 6
4
0 2 3 4
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 7
4
1 2 3 4
0 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 8
4
1 2 3 4
5 6 7 8
0 10 11 12
9 13 14 15
priorities: 13
moves: 9
4
1 2 3 4
5 6 7 8
9 10 11 12
0 13 14 15
priorities: 13
moves: 10
4
1 2 3 4
5 6 7 8
9 10 11 12
```

13 0 14 15

priorities: 13

```
moves: 11
4
1 2 3 4
5 6 7 8
9 10 11 12
13 14 0 15
priorities: 13
moves: 12
4
1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 0
priorities: 13
moves: 13
==> passed
Test 2: Call solution() with file inputs
 * puzzle00.txt
 * puzzle01.txt
2
1 0
 3 2
priorities: 1
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
* puzzle02.txt
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 0 71
73 74 75 76 77 78 79 80 72
priorities: 2
moves: 0
9
```

```
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 0
73 74 75 76 77 78 79 80 72
priorities: 2
moves: 1
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 0
priorities: 2
moves: 2
* puzzle03.txt
2
2 0
1 3
priorities: 3
moves: 0
2
0 2
1 3
priorities: 3
moves: 1
2
1 2
0 3
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
```

moves: 3

```
* puzzle04.txt
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
4 5 0
7 8 6
priorities: 4
moves: 3
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
* puzzle05.txt
3
4 1 3
0 2 6
7 5 8
priorities: 5
moves: 0
3
0 1 3
4 2 6
7 5 8
priorities: 5
```

moves: 1

```
3
1 0 3
4 2 6
7 5 8
priorities: 5
moves: 2
3
1 2 3
4 0 6
7 5 8
priorities: 5
moves: 3
3
1 2 3
4 5 6
7 0 8
priorities: 5
moves: 4
3
1 2 3
4 5 6
7 8 0
priorities: 5
moves: 5
* puzzle06.txt
0 1 2 3
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 0
4
1 0 2 3
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 1
1 2 0 3
5 6 7 4
9 10 11 8
```

13 14 15 12

```
priorities: 6
moves: 2
4
1 2 3 0
5 6 7 4
9 10 11 8
13 14 15 12
priorities: 6
moves: 3
4
1 2 3 4
5 6 7 0
9 10 11 8
13 14 15 12
priorities: 6
moves: 4
4
1 2 3 4
5 6 7 8
9 10 11 0
13 14 15 12
priorities: 6
moves: 5
4
1 2 3 4
5 6 7 8
9 10 11 12
13 14 15 0
priorities: 6
moves: 6
* puzzle07.txt
3
1 2 3
0 7 6
5 4 8
priorities: 7
moves: 0
3
1 2 3
5 7 6
0 4 8
priorities: 7
moves: 1
```

```
1 2 3
5 7 6
4 0 8
priorities: 7
moves: 2
3
1 2 3
5 7 6
4 8 0
priorities: 7
moves: 3
3
1 2 3
5 0 6
4 7 8
priorities: 7
moves: 3
3
1 2 3
0 5 6
4 7 8
priorities: 7
moves: 4
3
1 2 3
4 5 6
0 7 8
priorities: 7
moves: 5
3
1 2 3
4 5 6
7 0 8
priorities: 7
moves: 6
3
1 2 3
4 5 6
7 8 0
priorities: 7
moves: 7
* puzzle08.txt
3
```

2 3 5

```
1 0 4
7 8 6
priorities: 8
moves: 0
3
2 3 5
1 4 0
7 8 6
priorities: 8
moves: 1
3
2 3 5
1 4 6
7 8 0
priorities: 8
moves: 2
3
2 3 0
1 4 5
7 8 6
priorities: 8
moves: 2
3
2 0 3
1 4 5
7 8 6
priorities: 8
moves: 3
3
0 2 3
1 4 5
7 8 6
priorities: 8
moves: 4
3
1 2 3
0 4 5
7 8 6
priorities: 8
moves: 5
3
1 2 3
```

4 0 5

7 8 6

```
priorities: 8
moves: 6
3
1 2 3
4 5 0
7 8 6
priorities: 8
moves: 7
3
1 2 3
4 5 6
7 8 0
priorities: 8
moves: 8
 * puzzle10.txt
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 0 65 67 68 78 69 70 72
73 74 66 75 76 77 79 71 80
priorities: 10
moves: 0
9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 0 67 68 78 69 70 72
73 74 66 75 76 77 79 71 80
priorities: 10
moves: 1
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
```

```
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 0 75 76 77 79 71 80
priorities: 10
moves: 2
9
1 2 3 4 5 6 7 8
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 0 76 77 79 71 80
priorities: 10
moves: 3
9
      3 4 5 6 7 8 9
1 2
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 76 0 77 79 71 80
priorities: 10
moves: 4
9
1 2 3 4 5 6 7 8
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 78 69 70 72
73 74 75 76 77 0 79 71 80
priorities: 10
moves: 5
```

```
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 0 69 70 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 6
9
1 2
      3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 0 70 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 7
9
      3 4 5 6 7 8 9
1 2
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 0 72
73 74 75 76 77 78 79 71 80
priorities: 10
moves: 8
9
     3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
```

55 56 57 58 59 60 61 62 63

64 65 66 67 68 69 70 71 72

```
73 74 75 76 77 78 79 0 80
priorities: 10
moves: 9
1 2 3 4 5 6 7 8 9
10 11 12 13 14 15 16 17 18
19 20 21 22 23 24 25 26 27
28 29 30 31 32 33 34 35 36
37 38 39 40 41 42 43 44 45
46 47 48 49 50 51 52 53 54
55 56 57 58 59 60 61 62 63
64 65 66 67 68 69 70 71 72
73 74 75 76 77 78 79 80 0
priorities: 10
moves: 10
* puzzle15.txt
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
0 25 27 28 29 30 31 32
34 26 35 36 37 38 39 40
33 41 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 0
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 0 27 28 29 30 31 32
34 26 35 36 37 38 39 40
33 41 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 1
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
```

34 0 35 36 37 38 39 40

```
33 41 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 2
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
0 34 35 36 37 38 39 40
33 41 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 3
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
0 41 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 4
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 0 42 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 5
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
```

33 34 35 36 37 38 39 40

```
41 42 0 43 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 6
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 0 45 46 47 48
49 50 51 44 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 7
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 0 61 53 54 56
57 58 59 52 60 62 55 63
priorities: 15
moves: 8
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 61 53 54 56
57 58 59 0 60 62 55 63
priorities: 15
moves: 9
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
```

25 26 27 28 29 30 31 32

33 34 35 36 37 38 39 40

```
41 42 43 44 45 46 47 48
49 50 51 52 61 53 54 56
57 58 59 60 0 62 55 63
priorities: 15
moves: 10
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 0 53 54 56
57 58 59 60 61 62 55 63
priorities: 15
moves: 11
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 53 0 54 56
57 58 59 60 61 62 55 63
priorities: 15
moves: 12
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 53 54 0 56
57 58 59 60 61 62 55 63
priorities: 15
moves: 13
8
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
```

33 34 35 36 37 38 39 40

```
41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56
57 58 59 60 61 62 0 63
priorities: 15
moves: 14
1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16
17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32
33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48
49 50 51 52 53 54 55 56
57 58 59 60 61 62 63 0
priorities: 15
moves: 15
==> passed
Test 3: Create two Solver objects at the same time
  * puzzle04.txt and puzzle04.txt
3
0 1 3
 4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
 4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
 4 5 0
7 8 6
priorities: 4
moves: 3
```

```
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
4 5 0
7 8 6
priorities: 4
moves: 3
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
* puzzle00.txt and puzzle04.txt
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
```

```
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
4 5 0
7 8 6
priorities: 4
moves: 3
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
* puzzle04.txt and puzzle00.txt
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
```

```
4 5 0
7 8 6
priorities: 4
moves: 3
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
==> passed
Test 4a: Call isSolvable() with file inputs
 * puzzle01.txt
2
1 0
3 2
priorities: 1
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
* puzzle03.txt
2
2 0
1 3
priorities: 3
moves: 0
2
0 2
1 3
priorities: 3
moves: 1
2
1 2
0 3
priorities: 3
moves: 2
2
1 2
 3 0
priorities: 3
```

```
moves: 3
* puzzle04.txt
3
0 1 3
4 2 5
7 8 6
priorities: 4
moves: 0
3
1 0 3
4 2 5
7 8 6
priorities: 4
moves: 1
3
1 2 3
4 0 5
7 8 6
priorities: 4
moves: 2
3
1 2 3
4 5 0
7 8 6
priorities: 4
moves: 3
3
1 2 3
4 5 6
7 8 0
priorities: 4
moves: 4
* puzzle17.txt
3
5 1 8
2 7 3
4 0 6
priorities: 13
moves: 0
3
5 1 8
2 0 3
4 7 6
priorities: 13
```

```
moves: 1
3
5 1 8
0 2 3
4 7 6
priorities: 13
moves: 2
3
5 1 8
4 2 3
0 7 6
priorities: 13
moves: 3
3
5 1 8
4 2 3
7 0 6
priorities: 13
moves: 4
3
0 1 8
5 2 3
4 7 6
priorities: 13
moves: 3
3
1 0 8
5 2 3
4 7 6
priorities: 13
moves: 4
3
1 2 8
5 0 3
4 7 6
priorities: 13
moves: 5
3
1 2 8
0 5 3
4 7 6
priorities: 13
moves: 6
```

```
1 2 8
4 5 3
0 7 6
priorities: 13
moves: 7
3
1 2 8
4 5 3
7 0 6
priorities: 13
moves: 8
3
1 8 0
5 2 3
4 7 6
priorities: 13
moves: 5
3
1 8 3
5 2 0
4 7 6
priorities: 13
moves: 6
3
1 8 3
5 2 6
4 7 0
priorities: 13
moves: 7
3
1 2 8
4 5 3
7 6 0
priorities: 15
moves: 9
3
1 2 8
4 0 3
7 5 6
priorities: 15
moves: 9
3
1 8 3
```

5 2 6

```
4 0 7
priorities: 15
moves: 8
3
0 2 8
1 5 3
4 7 6
priorities: 15
moves: 7
3
1 8 3
5 0 2
4 7 6
priorities: 15
moves: 7
3
1 8 3
0 5 2
4 7 6
priorities: 15
moves: 8
3
1 8 3
4 5 2
0 7 6
priorities: 15
moves: 9
3
1 8 3
4 5 2
7 0 6
priorities: 15
moves: 10
3
1 0 3
5 8 2
4 7 6
priorities: 15
moves: 8
3
1 2 8
5 7 3
4 0 6
```

priorities: 15

```
moves: 6
3
1 2 8
5 3 0
4 7 6
priorities: 15
moves: 6
3
1 2 8
5 3 6
4 7 0
priorities: 15
moves: 7
3
1 2 0
5 3 8
4 7 6
priorities: 15
moves: 7
3
5 1 8
4 2 3
7 6 0
priorities: 15
moves: 5
3
5 1 8
4 0 3
7 2 6
priorities: 15
moves: 5
3
5 0 8
2 1 3
4 7 6
priorities: 15
moves: 2
3
5 8 0
2 1 3
4 7 6
priorities: 15
moves: 3
```

```
5 8 3
2 1 0
4 7 6
priorities: 15
moves: 4
3
5 8 3
2 1 6
4 7 0
priorities: 15
moves: 5
3
0 5 8
2 1 3
4 7 6
priorities: 15
moves: 3
3
2 5 8
0 1 3
4 7 6
priorities: 15
moves: 4
3
2 5 8
4 1 3
0 7 6
priorities: 15
moves: 5
3
2 5 8
4 1 3
7 0 6
priorities: 15
moves: 6
3
2 5 8
1 0 3
4 7 6
priorities: 15
moves: 5
3
2 0 8
```

1 5 3

```
4 7 6
priorities: 15
moves: 6
3
2 8 0
1 5 3
4 7 6
priorities: 15
moves: 7
3
2 8 3
1 5 0
4 7 6
priorities: 15
moves: 8
3
2 8 3
1 5 6
4 7 0
priorities: 15
moves: 9
3
0 2 8
1 5 3
4 7 6
priorities: 15
moves: 7
3
1 2 8
0 5 3
4 7 6
priorities: 15
moves: 8
3
1 2 8
4 5 3
0 7 6
priorities: 15
moves: 9
3
1 2 8
4 5 3
7 0 6
```

priorities: 15

```
moves: 10
3
5 1 8
2 3 0
4 7 6
priorities: 15
moves: 2
3
5 1 8
2 3 6
4 7 0
priorities: 15
moves: 3
3
5 1 0
2 3 8
4 7 6
priorities: 15
moves: 3
3
5 1 8
2 7 3
0 4 6
priorities: 15
moves: 1
3
5 1 8
2 7 3
4 6 0
priorities: 15
moves: 1
3
1 8 3
4 5 2
7 6 0
priorities: 17
moves: 11
3
1 2 8
4 5 3
7 6 0
priorities: 17
moves: 11
```

```
1 2 8
4 0 3
7 5 6
priorities: 17
moves: 11
3
1 8 3
4 0 2
7 5 6
priorities: 17
moves: 11
3
1 8 3
4 2 0
7 5 6
priorities: 17
moves: 12
3
1 8 3
4 2 6
7 5 0
priorities: 17
moves: 13
3
1 0 3
4 8 2
7 5 6
priorities: 17
moves: 12
3
1 0 8
4 2 3
7 5 6
priorities: 17
moves: 10
3
1 8 0
4 2 3
7 5 6
priorities: 17
moves: 11
3
1 8 3
```

4 2 0

```
7 5 6
priorities: 17
moves: 12
3
1 8 3
4 2 6
7 5 0
priorities: 17
moves: 13
3
2 8 3
1 5 6
4 0 7
priorities: 17
moves: 10
3
1 2 8
4 3 0
7 5 6
priorities: 17
moves: 10
3
1 2 8
4 3 6
7 5 0
priorities: 17
moves: 11
3
1 2 0
4 3 8
7 5 6
priorities: 17
moves: 11
3
1 2 8
4 5 0
7 6 3
priorities: 17
moves: 10
3
1 2 0
4 5 8
7 6 3
```

priorities: 17

```
moves: 11
3
1 2 8
0 4 3
7 5 6
priorities: 17
moves: 10
3
0 8 3
1 5 2
4 7 6
priorities: 17
moves: 9
3
2 8 3
1 0 5
4 7 6
priorities: 17
moves: 9
3
2 0 3
1 8 5
4 7 6
priorities: 17
moves: 10
3
0 2 3
1 8 5
4 7 6
priorities: 17
moves: 11
3
1 2 3
0 8 5
4 7 6
priorities: 17
moves: 12
3
1 2 3
4 8 5
0 7 6
priorities: 17
moves: 13
```

```
1 2 3
4 8 5
7 0 6
priorities: 17
moves: 14
3
1 2 3
4 0 5
7 8 6
priorities: 17
moves: 15
3
1 2 3
4 5 0
7 8 6
priorities: 17
moves: 16
3
1 2 3
4 5 6
7 8 0
priorities: 17
moves: 17
* puzzle3x3-unsolvable1.txt
3
1 2 3
4 6 5
7 8 0
priorities: 2
moves: 0
3
1 2 3
4 6 5
7 0 8
priorities: 4
moves: 1
3
1 2 3
4 6 0
7 8 5
priorities: 4
moves: 1
3
1 2 3
```

```
4 0 6
7 8 5
priorities: 4
moves: 2
3
1 2 3
4 8 6
7 0 5
priorities: 6
moves: 3
3
1 2 3
4 8 6
7 5 0
priorities: 6
moves: 4
3
1 2 3
0 4 6
7 8 5
priorities: 6
moves: 3
3
1 0 3
4 2 6
7 8 5
priorities: 6
moves: 3
3
1 2 3
4 0 5
7 6 8
priorities: 6
moves: 2
3
1 2 3
4 5 0
7 6 8
priorities: 6
moves: 3
3
1 2 3
```

4 6 5

0 7 8

```
priorities: 6
moves: 2
3
1 2 0
4 6 3
7 8 5
priorities: 6
moves: 2
3
1 2 3
4 8 0
7 5 6
priorities: 8
moves: 5
3
1 2 0
4 5 3
7 6 8
priorities: 8
moves: 4
3
1 3 0
4 2 6
7 8 5
priorities: 8
moves: 4
3
0 2 3
1 4 6
7 8 5
priorities: 8
moves: 4
3
0 1 3
4 2 6
7 8 5
priorities: 8
moves: 4
3
1 2 3
4 5 8
7 6 0
priorities: 8
```

```
3
1 2 3
4 5 8
7 0 6
priorities: 8
moves: 5
3
1 2 3
4 8 6
0 7 5
priorities: 8
moves: 4
3
1 2 3
7 4 6
0 8 5
priorities: 8
moves: 4
3
1 0 3
4 2 5
7 6 8
priorities: 8
moves: 3
3
1 0 2
4 6 3
7 8 5
priorities: 8
moves: 3
3
1 2 3
0 4 5
7 6 8
priorities: 8
moves: 3
3
1 2 3
0 6 5
4 7 8
priorities: 8
moves: 3
3
```

1 2 0

```
4 8 3
7 5 6
priorities: 10
moves: 6
3
1 2 3
4 0 8
7 5 6
priorities: 10
moves: 6
3
1 2 3
4 5 8
7 0 6
priorities: 10
moves: 7
3
1 2 3
4 5 8
0 7 6
priorities: 10
moves: 6
3
1 2 3
4 0 8
7 5 6
priorities: 10
moves: 6
3
1 2 3
4 8 0
7 5 6
priorities: 10
moves: 7
3
1 2 3
4 8 6
7 5 0
priorities: 10
moves: 8
3
1 2 3
```

0 8 6

4 7 5

```
priorities: 10
moves: 5
3
2 0 3
1 4 6
7 8 5
priorities: 10
moves: 5
3
1 3 6
4 2 0
7 8 5
priorities: 10
moves: 5
3
1 3 6
4 2 5
7 8 0
priorities: 10
moves: 6
3
1 0 2
4 5 3
7 6 8
priorities: 10
moves: 5
3
1 2 3
7 4 6
8 0 5
priorities: 10
moves: 5
3
1 2 3
7 4 6
8 5 0
priorities: 10
moves: 6
3
4 1 3
0 2 6
7 8 5
priorities: 10
```

```
3
0 1 3
4 2 5
7 6 8
priorities: 10
moves: 4
3
1 2 3
7 4 5
0 6 8
priorities: 10
moves: 4
3
1 2 3
6 0 5
4 7 8
priorities: 10
moves: 4
3
1 2 3
6 5 0
4 7 8
priorities: 10
moves: 5
3
0 2 3
1 4 5
7 6 8
priorities: 10
moves: 4
3
0 1 2
4 6 3
7 8 5
priorities: 10
moves: 4
3
1 3 0
4 2 5
7 6 8
priorities: 10
moves: 4
3
```

0 2 3

```
1 6 5
4 7 8
priorities: 10
moves: 4
3
1 6 2
4 0 3
7 8 5
priorities: 10
moves: 4
3
1 2 3
4 8 6
7 0 5
priorities: 12
moves: 9
3
1 2 3
4 0 6
7 8 5
priorities: 12
moves: 10
3
1 2 0
4 8 3
7 5 6
priorities: 12
moves: 8
3
1 2 3
4 5 8
7 6 0
priorities: 12
moves: 8
3
1 2 3
4 5 0
7 6 8
priorities: 12
moves: 9
3
1 2 3
4 5 8
```

0 7 6

```
priorities: 12
moves: 8
3
1 2 3
0 4 8
7 5 6
priorities: 12
moves: 7
3
1 2 3
0 5 8
4 7 6
priorities: 12
moves: 7
3
1 2 3
7 4 0
8 5 6
priorities: 12
moves: 7
3
1 0 3
4 2 8
7 5 6
priorities: 12
moves: 7
3
1 0 3
4 2 8
7 5 6
priorities: 12
moves: 7
3
1 2 3
0 4 8
7 5 6
priorities: 12
moves: 7
3
1 3 6
4 2 5
7 0 8
priorities: 12
```

```
3
1 0 2
4 8 3
7 5 6
priorities: 12
moves: 7
3
4 1 3
2 0 6
7 8 5
priorities: 12
moves: 6
3
1 2 3
6 5 8
4 7 0
priorities: 12
moves: 6
3
1 3 6
4 0 2
7 8 5
priorities: 12
moves: 6
3
2 3 0
1 4 6
7 8 5
priorities: 12
moves: 6
3
0 2 3
1 8 6
4 7 5
priorities: 12
moves: 6
3
1 2 3
7 0 6
8 4 5
priorities: 12
moves: 6
3
```

1 2 3

```
8 0 6
4 7 5
priorities: 12
moves: 6
3
2 4 3
1 0 6
7 8 5
priorities: 12
moves: 6
3
0 1 2
4 5 3
7 6 8
priorities: 12
moves: 6
3
1 5 2
4 0 3
7 6 8
priorities: 12
moves: 6
3
1 5 2
4 6 3
7 0 8
priorities: 12
moves: 7
3
1 5 2
4 6 3
7 8 0
priorities: 12
moves: 8
3
4 1 3
7 2 6
0 8 5
priorities: 12
moves: 6
3
1 2 0
```

6 5 3

4 7 8

```
priorities: 12
moves: 6
3
4 1 3
0 2 5
7 6 8
priorities: 12
moves: 5
3
1 6 2
4 8 3
7 0 5
priorities: 12
moves: 5
3
1 6 2
4 8 3
7 5 0
priorities: 12
moves: 6
3
1 2 3
7 4 5
6 0 8
priorities: 12
moves: 5
3
1 2 3
7 4 5
6 8 0
priorities: 12
moves: 6
3
1 6 2
0 4 3
7 8 5
priorities: 12
moves: 5
3
1 3 5
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1 5 2
4 6 3
7 0 8
priorities: 16
moves: 11
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4 6 3
7 8 0
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moves: 12
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2 1 6
7 8 5
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moves: 8
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0 1 6
7 8 5
priorities: 16
moves: 9
3
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2 4 3

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7 8 5
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1 4 6
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2 1 6
7 8 5
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moves: 8
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2 3 6
1 0 4
7 8 5
priorities: 16
moves: 8
3
1 2 3
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6 0 8 4 5 7

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0 6 8
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moves: 8
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4 7 5
priorities: 16
moves: 8
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4 1 0
2 6 3
7 8 5
priorities: 16
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moves: 8

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1 3 6
4 8 2
0 7 5
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moves: 8
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0 1 3
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1 3 6
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0 3 6
1 4 2
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moves: 8
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7 2 6
8 4 5
priorities: 16
moves: 8
3
1 2 3
8 7 6
0 4 5
priorities: 16
moves: 8
3
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1 2 3

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4 0 5
priorities: 16
moves: 9
3
1 2 3
8 7 6
4 5 0
priorities: 16
moves: 10
* puzzle3x3-unsolvable2.txt
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moves: 0
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1 0 3
priorities: 18
moves: 1
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2 5 4
0 1 3
priorities: 20
moves: 2
3
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2 0 4
1 5 3
priorities: 20
moves: 2
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8 6 7
2 4 0
1 5 3
priorities: 20
moves: 3
3
8 6 7
2 4 3
```

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priorities: 20
moves: 4
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8 0 6
2 4 7
1 5 3
priorities: 20
moves: 5
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0 8 6
2 4 7
1 5 3
priorities: 20
moves: 6
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0 4 7
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priorities: 20
moves: 7
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0 5 3
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moves: 8
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2 8 6
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1 5 3
priorities: 20
moves: 8
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4 5 7
1 0 3
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1 5 3
priorities: 20
moves: 9
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4 7 3
1 5 0
priorities: 20
moves: 10
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4 7 6
1 5 3
priorities: 20
moves: 10
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2 0 6
4 8 7
1 5 3
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moves: 9
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4 8 7
1 5 3
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moves: 10
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0 2 4
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priorities: 20
moves: 3
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1 2 4
0 5 3
priorities: 20
moves: 4
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3

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0 6 7
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moves: 4
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moves: 3
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moves: 4
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1 5 3
priorities: 20
moves: 5
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2 8 7
1 6 4
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moves: 6
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1 3 4
priorities: 20
moves: 1
3
8 6 0
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2 5 7

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moves: 4
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0 5 7
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moves: 5
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moves: 6
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1 5 3
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moves: 11
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4 7 6
1 5 3
priorities: 22
moves: 12
3
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0 8 7
1 5 3
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moves: 11
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1 8 7
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priorities: 22
moves: 12
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4 7 3
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moves: 11
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1 7 5
priorities: 22
moves: 13
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priorities: 22
moves: 14
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4 5 7
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moves: 10
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priorities: 22
moves: 11
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2 8 0
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1 3 7
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moves: 12
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5 0 3
priorities: 22
moves: 7
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2 8 6
1 5 7
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moves: 7
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priorities: 22
moves: 8
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1 5 0

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moves: 10
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moves: 7
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moves: 8
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priorities: 22
moves: 8
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moves: 9
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priorities: 22
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moves: 11
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moves: 11
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moves: 12
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8 7 6
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priorities: 22
moves: 12
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priorities: 22
moves: 11
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priorities: 22
moves: 12
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moves: 12
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2 7 3
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priorities: 22
moves: 8
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2 7 6
1 5 3
priorities: 22
moves: 8
3
2 8 6
5 0 7
1 3 4
priorities: 22
moves: 6
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2 8 6
5 3 7
1 0 4
priorities: 22
moves: 7
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2 8 6
5 3 7
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priorities: 22
moves: 8
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2 8 65 3 0

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priorities: 22
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priorities: 22
moves: 10
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priorities: 22
moves: 11
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priorities: 22
moves: 12
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2 8 6
0 5 3
1 4 7
priorities: 22
moves: 11
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2 8 6
1 5 3
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priorities: 22
moves: 12
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priorities: 22
moves: 13
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moves: 14
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moves: 12
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5 3 6
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priorities: 22
moves: 10
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1 3 4
priorities: 22
moves: 7
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1 3 4
priorities: 22
moves: 8
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5 7 0
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priorities: 22
moves: 7
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priorities: 22
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1 7 3
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5 4 6
1 7 3
priorities: 22
moves: 12
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priorities: 22
moves: 11
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priorities: 22
moves: 12
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1 5 4

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moves: 13
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5 8 4
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moves: 12
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5 7 6
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2 8 7
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moves: 6
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moves: 7
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moves: 7
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moves: 6
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8 6 7
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2 4 3

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moves: 5
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priorities: 22
moves: 5
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2 0 6
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1 5 3
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moves: 7
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priorities: 22
moves: 11
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7 8 6
1 5 3
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1 7 6
0 5 3
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1 5 3
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moves: 10
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2 8 4
```

7 5 6

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moves: 11
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1 5 3
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0 2 4
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1 5 3
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moves: 12
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1 4 0
priorities: 22
moves: 6
3
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2 3 0
1 4 7
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moves: 7
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1 0 7
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moves: 9
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priorities: 22
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0 5 6
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moves: 10
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1 5 3
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1 5 3
4 0 7
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3
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1 5 3
4 7 0
priorities: 22
moves: 14
3
8 5 0
```

2 3 6

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2 7 0
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moves: 7
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1 7 3
priorities: 22
moves: 8
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2 4 0
1 7 3
priorities: 22
moves: 9
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1 7 0
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8 5 0
2 4 6
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priorities: 22
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3
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0 7 3
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moves: 10
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moves: 10
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2 5 4
1 7 3
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moves: 9
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0 8 6
2 5 4
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priorities: 22
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priorities: 22
moves: 11
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2 8 6
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priorities: 22
moves: 13
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1 3 4
priorities: 22
moves: 6
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2 1 3
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8 6 7
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moves: 3
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moves: 3
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moves: 4
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priorities: 22
moves: 4
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2 6 5
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moves: 4
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moves: 6
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moves: 15
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1 8 3
0 7 5
priorities: 24
moves: 16
3
4 2 6
1 8 3
7 0 5
priorities: 24
moves: 17
```

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1 8 3
7 5 0
priorities: 24
moves: 18
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1 0 3
7 8 5
priorities: 24
moves: 18
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priorities: 24
moves: 16
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priorities: 24
moves: 14
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priorities: 24
moves: 16
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priorities: 24
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priorities: 24
moves: 14
3
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7 5 3
priorities: 24
moves: 15
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priorities: 24
moves: 16
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moves: 16
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priorities: 24
moves: 15
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moves: 15
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priorities: 24
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priorities: 24
moves: 17
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priorities: 24
moves: 18
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priorities: 24
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priorities: 24
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priorities: 24
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priorities: 24
moves: 14
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priorities: 24
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1 4 0

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priorities: 24
moves: 15
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priorities: 24
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priorities: 24
moves: 17
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priorities: 24
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moves: 14
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priorities: 24
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priorities: 24
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7 0 5
priorities: 24
moves: 17
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1 8 3
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priorities: 24
moves: 18
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4 2 6
1 0 3
7 8 5
priorities: 24
moves: 18
```

```
0 2 6
4 8 3
1 7 5
priorities: 24
moves: 16
3
4 0 2
8 7 6
1 5 3
priorities: 24
moves: 13
3
4 2 8
0 7 6
1 5 3
priorities: 24
moves: 13
3
4 2 8
1 7 6
0 5 3
priorities: 24
moves: 14
3
4 2 8
7 0 6
1 5 3
priorities: 24
moves: 14
3
4 2 8
7 5 6
1 0 3
priorities: 24
moves: 15
3
7 2 4
1 8 6
5 0 3
priorities: 24
moves: 13
3
7 2 4
```

1 0 6

```
5 8 3
priorities: 24
moves: 14
3
2 0 6
4 8 7
1 5 3
priorities: 24
moves: 13
3
4 2 6
1 8 7
5 0 3
priorities: 24
moves: 13
3
4 2 6
1 0 7
5 8 3
priorities: 24
moves: 14
3
4 2 6
1 7 0
5 8 3
priorities: 24
moves: 15
3
4 2 6
1 7 3
5 8 0
priorities: 24
moves: 16
3
4 2 0
1 7 6
5 8 3
priorities: 24
moves: 16
3
4 2 6
1 8 7
5 0 3
```

```
moves: 13
3
4 2 6
1 0 7
5 8 3
priorities: 24
moves: 14
3
4 2 6
1 7 0
5 8 3
priorities: 24
moves: 15
3
4 2 6
1 7 3
5 8 0
priorities: 24
moves: 16
3
4 2 0
1 7 6
5 8 3
priorities: 24
moves: 16
3
5 2 6
0 8 3
1 4 7
priorities: 24
moves: 13
3
5 2 6
1 8 3
0 4 7
priorities: 24
moves: 14
3
5 2 6
1 8 3
4 0 7
priorities: 24
moves: 15
```

```
5 2 6
1 8 3
4 7 0
priorities: 24
moves: 16
3
5 2 6
1 0 3
4 8 7
priorities: 24
moves: 16
3
2 8 6
4 3 0
1 7 5
priorities: 24
moves: 13
3
2 8 6
4 3 5
1 7 0
priorities: 24
moves: 14
3
2 8 0
4 3 6
1 7 5
priorities: 24
moves: 14
3
2 4 6
7 8 0
1 5 3
priorities: 24
moves: 13
3
2 4 6
7 8 3
1 5 0
priorities: 24
moves: 14
3
```

2 8 65 4 0

```
1 7 3
priorities: 24
moves: 13
3
2 8 0
5 4 6
1 7 3
priorities: 24
moves: 14
3
2 8 6
0 4 3
1 7 5
priorities: 24
moves: 13
3
2 8 6
1 4 3
0 7 5
priorities: 24
moves: 14
3
2 8 6
1 4 3
7 0 5
priorities: 24
moves: 15
3
2 8 6
1 4 3
7 5 0
priorities: 24
moves: 16
3
7 2 4
0 8 6
1 5 3
priorities: 24
moves: 13
3
7 2 4
1 8 6
0 5 3
```

```
moves: 14
3
8 5 6
1 2 0
4 7 3
priorities: 24
moves: 13
3
8 5 0
1 2 6
4 7 3
priorities: 24
moves: 14
3
2 0 8
5 4 6
1 7 3
priorities: 24
moves: 13
3
0 2 8
5 4 6
1 7 3
priorities: 24
moves: 14
3
2 8 6
5 4 3
1 0 7
priorities: 24
moves: 13
3
5 2 6
0 8 4
1 7 3
priorities: 24
moves: 13
3
5 2 6
1 8 4
0 7 3
priorities: 24
moves: 14
```

```
5 2 6
1 8 4
7 0 3
priorities: 24
moves: 15
3
5 2 6
1 0 4
7 8 3
priorities: 24
moves: 16
3
5 2 6
1 4 0
7 8 3
priorities: 24
moves: 17
3
5 2 6
1 4 3
7 8 0
priorities: 24
moves: 18
3
5 2 0
1 4 6
7 8 3
priorities: 24
moves: 18
3
2 0 8
4 5 6
1 3 7
priorities: 24
moves: 13
3
0 2 8
4 5 6
1 3 7
priorities: 24
moves: 14
3
```

7 2 4 8 5 6

```
0 1 3
priorities: 24
moves: 12
3
7 2 4
0 5 6
8 1 3
priorities: 24
moves: 13
3
0 2 4
7 5 6
8 1 3
priorities: 24
moves: 14
3
4 2 6
8 5 7
0 1 3
priorities: 24
moves: 12
3
4 2 6
0 5 7
8 1 3
priorities: 24
moves: 13
3
0 2 6
4 5 7
8 1 3
priorities: 24
moves: 14
3
2 7 8
4 0 6
1 5 3
priorities: 24
moves: 12
3
2 7 8
4 5 6
1 0 3
```

```
moves: 13
3
2 8 6
5 4 3
0 1 7
priorities: 24
moves: 12
3
4 2 6
8 5 7
1 3 0
priorities: 24
moves: 12
3
4 2 6
8 5 0
1 3 7
priorities: 24
moves: 13
3
4 2 0
8 5 6
1 3 7
priorities: 24
moves: 14
7 2 4
8 5 6
1 3 0
priorities: 24
moves: 12
3
2 8 6
4 7 3
0 1 5
priorities: 24
moves: 12
3
2 8 6
5 0 3
1 4 7
priorities: 24
moves: 12
```

```
2 8 6
5 4 3
1 0 7
priorities: 24
moves: 13
3
2 8 6
5 4 3
1 7 0
priorities: 24
moves: 14
3
2 0 6
5 8 3
1 4 7
priorities: 24
moves: 13
3
0 2 6
5 8 3
1 4 7
priorities: 24
moves: 14
3
2 8 4
7 5 6
1 3 0
priorities: 24
moves: 12
3
2 8 4
7 5 6
0 1 3
priorities: 24
moves: 12
3
2 8 4
0 5 6
7 1 3
priorities: 24
moves: 13
3
```

2 8 64 0 5

```
1 3 7
priorities: 24
moves: 12
3
2 8 6
4 3 5
1 0 7
priorities: 24
moves: 13
3
2 8 6
4 3 5
1 7 0
priorities: 24
moves: 14
3
2 0 6
4 8 5
1 3 7
priorities: 24
moves: 13
3
0 2 6
4 8 5
1 3 7
priorities: 24
moves: 14
3
8 5 6
1 0 3
4 2 7
priorities: 24
moves: 12
3
8 0 6
1 5 3
4 2 7
priorities: 24
moves: 13
3
0 8 6
1 5 3
4 2 7
```

```
moves: 14
3
1 8 6
0 5 3
4 2 7
priorities: 24
moves: 15
3
1 8 6
4 5 3
0 2 7
priorities: 24
moves: 16
3
0 8 6
2 5 3
1 4 7
priorities: 24
moves: 12
3
2 6 0
5 8 3
1 4 7
priorities: 24
moves: 12
3
2 6 3
5 8 0
1 4 7
priorities: 24
moves: 13
3
4 2 6
8 0 7
1 5 3
priorities: 24
moves: 12
3
4 2 6
8 5 7
1 0 3
priorities: 24
moves: 13
```

```
4 2 6
8 7 0
1 5 3
priorities: 24
moves: 13
3
4 2 6
8 7 3
1 5 0
priorities: 24
moves: 14
3
4 2 0
8 7 6
1 5 3
priorities: 24
moves: 14
3
8 5 6
1 0 4
7 2 3
priorities: 24
moves: 12
3
8 5 6
1 4 0
7 2 3
priorities: 24
moves: 13
3
8 5 6
1 4 3
7 2 0
priorities: 24
moves: 14
3
8 5 0
1 4 6
7 2 3
priorities: 24
moves: 14
3
8 0 6
```

1 5 4

```
7 2 3
priorities: 24
moves: 13
3
0 8 6
1 5 4
7 2 3
priorities: 24
moves: 14
3
1 8 6
0 5 4
7 2 3
priorities: 24
moves: 15
3
8 5 6
1 2 4
7 3 0
priorities: 24
moves: 12
3
2 8 6
5 0 4
1 7 3
priorities: 24
moves: 12
3
2 8 6
5 4 0
1 7 3
priorities: 24
moves: 13
3
2 8 6
5 4 3
1 7 0
priorities: 24
moves: 14
3
2 8 0
5 4 6
1 7 3
```

```
moves: 14
3
2 0 6
5 8 4
1 7 3
priorities: 24
moves: 13
3
0 2 6
5 8 4
1 7 3
priorities: 24
moves: 14
3
0 8 6
2 5 4
1 7 3
priorities: 24
moves: 12
3
2 6 0
5 8 4
1 7 3
priorities: 24
moves: 12
3
2 8 6
0 5 7
4 1 3
priorities: 24
moves: 11
3
2 6 7
4 8 0
1 5 3
priorities: 24
moves: 11
3
2 6 7
4 8 3
1 5 0
priorities: 24
moves: 12
```

```
7 2 4
8 6 0
1 5 3
priorities: 24
moves: 11
3
7 2 4
8 6 3
1 5 0
priorities: 24
moves: 12
3
7 2 0
8 6 4
1 5 3
priorities: 24
moves: 12
3
2 0 8
5 3 6
1 4 7
priorities: 24
moves: 11
3
2 3 8
5 0 6
1 4 7
priorities: 24
moves: 12
3
2 3 8
5 4 6
1 0 7
priorities: 24
moves: 13
3
2 3 8
5 4 6
1 7 0
priorities: 24
moves: 14
3
2 3 8
```

0 5 6

```
1 4 7
priorities: 24
moves: 13
3
2 3 8
1 5 6
0 4 7
priorities: 24
moves: 14
3
2 3 8
1 5 6
4 0 7
priorities: 24
moves: 15
3
2 3 8
1 5 6
4 7 0
priorities: 24
moves: 16
* puzzle4x4-unsolvable.txt
4
3 2 4 8
1 6 0 12
5 10 7 11
9 13 14 15
priorities: 13
moves: 0
4
3 2 4 8
1 6 7 12
5 10 0 11
9 13 14 15
priorities: 13
moves: 1
4
3 2 4 8
1 6 7 12
5 10 11 0
9 13 14 15
priorities: 13
moves: 2
4
```

```
3 2 4 8
1 6 7 0
5 10 11 12
9 13 14 15
priorities: 13
moves: 3
4
3 2 4 0
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 4
4
3 2 0 4
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 13
moves: 5
4
3 2 7 4
1 6 0 8
5 10 11 12
9 13 14 15
priorities: 15
moves: 6
4
3 0 2 4
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 15
moves: 6
4
0 3 2 4
1 6 7 8
5 10 11 12
9 13 14 15
priorities: 15
moves: 7
4
1 3 2 4
```

0 6 7 8

```
5 10 11 12
9 13 14 15
priorities: 15
moves: 8
4
1 3 2 4
5 6 7 8
0 10 11 12
9 13 14 15
priorities: 15
moves: 9
4
1 3 2 4
5 6 7 8
9 10 11 12
0 13 14 15
priorities: 15
moves: 10
1 3 2 4
5 6 7 8
9 10 11 12
13 0 14 15
priorities: 15
moves: 11
4
1 3 2 4
5 6 7 8
9 10 11 12
13 14 0 15
priorities: 15
moves: 12
==> passed
Test 4b: Call isSolvable() on random N-by-N puzzles
 * 100 random 2-by-2 boards
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
 3 2
```

```
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
0 3
2 1
priorities: 6
moves: 0
2
2 3
0 1
priorities: 6
moves: 1
2
2 3
1 0
priorities: 6
moves: 2
2
2 0
1 3
priorities: 6
moves: 3
2
0 2
1 3
priorities: 6
moves: 4
2
1 2
0 3
priorities: 6
moves: 5
2
1 2
3 0
priorities: 6
moves: 6
2
```

```
2 1
priorities: 5
moves: 0
2
3 1
2 0
priorities: 5
moves: 1
2
3 1
0 2
priorities: 5
moves: 2
2
0 1
3 2
priorities: 5
moves: 3
2
1 0
3 2
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
1 2
0 3
priorities: 1
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
2
3 1
0 2
priorities: 3
moves: 0
```

```
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
3 1
0 2
priorities: 3
```

moves: 0

```
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
3 1
0 2
priorities: 3
moves: 0
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
```

```
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
0 1
priorities: 5
moves: 0
2
2 3
1 0
priorities: 5
moves: 1
2
2 0
1 3
priorities: 5
moves: 2
2
0 2
1 3
priorities: 5
moves: 3
2
1 2
```

```
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
3 1
0 2
priorities: 3
moves: 0
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
```

```
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
1 0
3 2
priorities: 1
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
```

```
3 1
0 2
priorities: 3
moves: 0
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
1 0
3 2
priorities: 1
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
2
3 1
2 0
priorities: 4
moves: 0
2
3 1
0 2
priorities: 4
moves: 1
2
0 1
3 2
priorities: 4
```

```
2
1 0
3 2
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
0 1
```

priorities: 5

```
moves: 0
2
2 3
1 0
priorities: 5
moves: 1
2
2 0
1 3
priorities: 5
moves: 2
2
0 2
1 3
priorities: 5
moves: 3
2
1 2
0 3
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
```

```
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
3 1
2 0
priorities: 4
moves: 0
2
```

```
0 2
priorities: 4
moves: 1
2
0 1
3 2
priorities: 4
moves: 2
2
1 0
3 2
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
```

```
1 2
3 0
priorities: 2
moves: 2
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
3 0
2 1
priorities: 5
moves: 0
2
3 1
2 0
priorities: 5
moves: 1
2
3 1
0 2
priorities: 5
```

```
2
0 1
3 2
priorities: 5
moves: 3
2
1 0
3 2
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
1 0
3 2
```

priorities: 1

```
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 0
1 3
priorities: 3
moves: 0
2
0 2
1 3
priorities: 3
moves: 1
2
1 2
0 3
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
0 1
```

```
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
3 1
0 2
priorities: 3
moves: 0
2
```

```
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
```

```
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 0
1 3
priorities: 3
moves: 0
2
0 2
1 3
priorities: 3
moves: 1
2
1 2
0 3
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
```

```
2
3 0
2 1
priorities: 5
moves: 0
2
3 1
2 0
priorities: 5
moves: 1
2
3 1
0 2
priorities: 5
moves: 2
2
0 1
3 2
priorities: 5
moves: 3
2
1 0
3 2
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
2 3
0 1
priorities: 5
moves: 0
2
2 3
1 0
priorities: 5
moves: 1
2
2 0
1 3
```

priorities: 5

```
moves: 2
2
0 2
1 3
priorities: 5
moves: 3
2
1 2
0 3
priorities: 5
moves: 4
2
1 2
3 0
priorities: 5
moves: 5
2
2 3
0 1
priorities: 5
moves: 0
2
2 3
1 0
priorities: 5
moves: 1
2
2 0
1 3
priorities: 5
moves: 2
2
0 2
1 3
priorities: 5
moves: 3
2
1 2
0 3
priorities: 5
moves: 4
2
1 2
```

```
priorities: 5
moves: 5
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
3 0
2 1
priorities: 5
moves: 0
2
3 1
2 0
priorities: 5
moves: 1
2
3 1
0 2
priorities: 5
moves: 2
2
0 1
3 2
priorities: 5
moves: 3
2
1 0
3 2
priorities: 5
moves: 4
2
```

```
3 0
priorities: 5
moves: 5
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
3 1
0 2
priorities: 3
moves: 0
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
3 1
0 2
priorities: 3
moves: 0
```

```
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
0 1
3 2
priorities: 2
moves: 0
2
1 0
3 2
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
```

```
2
0 2
1 3
priorities: 2
moves: 0
2
1 2
0 3
priorities: 2
moves: 1
2
1 2
3 0
priorities: 2
moves: 2
2
2 3
1 0
priorities: 4
moves: 0
2
2 0
1 3
priorities: 4
moves: 1
2
0 2
1 3
priorities: 4
moves: 2
2
1 2
0 3
priorities: 4
moves: 3
2
1 2
3 0
priorities: 4
moves: 4
2
1 0
3 2
```

priorities: 1

```
moves: 0
2
1 2
3 0
priorities: 1
moves: 1
2
3 1
0 2
priorities: 3
moves: 0
2
0 1
3 2
priorities: 3
moves: 1
2
1 0
3 2
priorities: 3
moves: 2
2
1 2
3 0
priorities: 3
moves: 3
Total: 0/20 tests passed: Could not complete tests in allotted
time, which results in a reported score of 0.
*************************
*****
*****************
*****
Computing memory of Board
*_____
Running 8 total tests.
Memory usage of an N-by-N board
         N student (bytes) reference (bytes)
_____
```

```
=> FAILED
            4
                       264
                                          240
=> FAILED
                       584
            8
                                          560
=> FAILED 12
                      1032
                                         1008
=> FAILED
           16
                      1608
                                         1584
=> FAILED 20
                      2312
                                         2288
         36
=> FAILED
                                         6384
                      6408
         72
=> FAILED
                    23112
                                        23088
=> passed
          120
                    61512
                                       61488
==> 1/8 tests passed
Total: 1/8 tests passed!
Student
        memory = 4.00 \text{ N}^2 + 32.00 \text{ N} + 72.00 \text{ (R}^2 = 1.000)
Reference memory = 4.00 \text{ N}^2 + 32.00 \text{ N} + 48.00 \text{ (R}^2 = 1.000)
* timing
************************
*****
Timing Solver
*_____
Running 17 total tests.
Timing tests use your implementation of Board.java and Solver.java.
Maximum time allowed per puzzle is 10 seconds.
             filename
                       N seconds insert()
                                                      delMi
         max PQ size
n()
3
1 6 4
7 0 8
2 3 5
priorities: 16
moves: 0
1 0 4
```

```
7 6 8
2 3 5
priorities: 16
moves: 1
3
1 4 0
7 6 8
2 3 5
priorities: 16
moves: 2
3
1 6 4
7 3 8
2 0 5
priorities: 16
moves: 1
3
1 6 4
7 3 8
0 2 5
priorities: 16
moves: 2
3
1 6 4
0 3 8
7 2 5
priorities: 16
moves: 3
3
1 6 4
7 3 8
2 5 0
priorities: 16
moves: 2
3
1 6 4
7 3 0
2 5 8
priorities: 16
moves: 3
3
1 6 0
7 3 4
```

2 5 8

```
priorities: 16
moves: 4
3
1 0 6
7 3 4
2 5 8
priorities: 16
moves: 5
3
1 3 6
7 0 4
2 5 8
priorities: 16
moves: 6
3
1 3 6
7 5 4
2 0 8
priorities: 16
moves: 7
3
1 3 6
7 5 4
0 2 8
priorities: 16
moves: 8
3
1 3 6
0 5 4
7 2 8
priorities: 16
moves: 9
3
1 3 6
7 5 4
2 8 0
priorities: 16
moves: 8
3
1 3 6
7 4 0
2 5 8
priorities: 16
```

```
3
1 3 0
7 4 6
2 5 8
priorities: 16
moves: 8
3
1 0 3
7 4 6
2 5 8
priorities: 16
moves: 9
3
1 6 4
7 0 3
2 5 8
priorities: 16
moves: 4
3
1 0 4
7 6 3
2 5 8
priorities: 16
moves: 5
3
1 4 0
7 6 3
2 5 8
priorities: 16
moves: 6
3
1 4 3
7 6 0
2 5 8
priorities: 16
moves: 7
3
1 4 3
7 0 6
2 5 8
priorities: 16
moves: 8
3
```

1 0 3

```
7 4 6
2 5 8
priorities: 16
moves: 9
3
1 4 3
7 5 6
2 0 8
priorities: 16
moves: 9
3
1 4 3
7 5 6
0 2 8
priorities: 16
moves: 10
3
1 4 3
0 5 6
7 2 8
priorities: 16
moves: 11
3
1 4 3
7 5 6
2 8 0
priorities: 16
moves: 10
3
1 6 4
7 5 3
2 0 8
priorities: 16
moves: 5
3
1 6 4
7 5 3
0 2 8
priorities: 16
moves: 6
3
1 6 4
```

0 5 37 2 8

```
priorities: 16
moves: 7
3
1 6 4
7 5 3
2 8 0
priorities: 16
moves: 6
3
1 6 4
7 8 0
2 3 5
priorities: 16
moves: 1
3
1 6 0
7 8 4
2 3 5
priorities: 16
moves: 2
3
1 0 6
7 8 4
2 3 5
priorities: 16
moves: 3
3
1 6 4
7 8 5
2 3 0
priorities: 16
moves: 2
3
1 6 4
7 8 5
2 0 3
priorities: 16
moves: 3
3
1 6 4
7 0 5
2 8 3
priorities: 16
```

```
3
1 0 4
7 6 5
2 8 3
priorities: 16
moves: 5
3
1 4 0
7 6 5
2 8 3
priorities: 16
moves: 6
3
1 6 4
7 5 0
2 8 3
priorities: 16
moves: 5
3
1 6 0
7 5 4
2 8 3
priorities: 16
moves: 6
3
1 0 6
7 5 4
2 8 3
priorities: 16
moves: 7
3
1 6 4
7 5 3
2 8 0
priorities: 16
moves: 6
3
1 6 4
7 8 5
0 2 3
priorities: 16
moves: 4
3
```

1 6 4

```
0 8 5
7 2 3
priorities: 16
moves: 5
3
1 4 3
5 0 6
7 2 8
priorities: 18
moves: 12
3
1 0 3
5 4 6
7 2 8
priorities: 18
moves: 13
3
1 4 3
5 2 6
7 0 8
priorities: 18
moves: 13
3
1 4 3
5 2 6
7 8 0
priorities: 18
moves: 14
3
0 4 3
1 5 6
7 2 8
priorities: 18
moves: 12
3
4 0 3
1 5 6
7 2 8
priorities: 18
moves: 13
3
1 4 3
7 5 0
```

2 8 6

```
priorities: 18
moves: 11
3
1 3 6
5 0 4
7 2 8
priorities: 18
moves: 10
3
1 3 6
5 2 4
7 0 8
priorities: 18
moves: 11
3
1 3 6
5 2 4
7 8 0
priorities: 18
moves: 12
3
1 3 6
5 4 0
7 2 8
priorities: 18
moves: 11
3
1 3 0
5 4 6
7 2 8
priorities: 18
moves: 12
3
1 0 3
5 4 6
7 2 8
priorities: 18
moves: 13
3
1 3 0
7 4 6
2 5 8
priorities: 18
```

```
3
0 1 3
7 4 6
2 5 8
priorities: 18
moves: 10
3
0 3 6
1 5 4
7 2 8
priorities: 18
moves: 10
3
1 4 3
7 0 6
2 5 8
priorities: 18
moves: 10
3
1 4 3
7 5 6
2 0 8
priorities: 18
moves: 11
3
1 4 3
7 5 6
0 2 8
priorities: 18
moves: 12
3
1 4 3
0 5 6
7 2 8
priorities: 18
moves: 13
3
1 4 3
7 5 6
2 8 0
priorities: 18
moves: 12
3
```

0 1 3

```
7 4 6
2 5 8
priorities: 18
moves: 10
3
1 4 3
0 7 6
2 5 8
priorities: 18
moves: 9
3
1 4 3
2 7 6
0 5 8
priorities: 18
moves: 10
3
1 3 6
7 5 0
2 8 4
priorities: 18
moves: 9
3
1 3 0
7 5 6
2 8 4
priorities: 18
moves: 10
3
1 0 3
7 5 6
2 8 4
priorities: 18
moves: 11
3
0 1 6
7 5 4
2 8 3
priorities: 18
moves: 8
3
1 4 3
7 6 8
```

2 5 0

```
priorities: 18
moves: 8
3
1 5 6
7 0 4
2 8 3
priorities: 18
moves: 8
3
1 5 6
7 4 0
2 8 3
priorities: 18
moves: 9
3
1 5 0
7 4 6
2 8 3
priorities: 18
moves: 10
3
1 5 6
7 4 3
2 8 0
priorities: 18
moves: 10
3
0 6 4
1 5 3
7 2 8
priorities: 18
moves: 8
3
1 6 4
5 0 3
7 2 8
priorities: 18
moves: 8
3
1 0 4
5 6 3
7 2 8
priorities: 18
```

```
3
1 4 0
5 6 3
7 2 8
priorities: 18
moves: 10
3
1 4 3
5 6 0
7 2 8
priorities: 18
moves: 11
3
1 4 3
5 0 6
7 2 8
priorities: 18
moves: 12
3
1 0 3
5 4 6
7 2 8
priorities: 18
moves: 13
3
1 4 3
5 2 6
7 0 8
priorities: 18
moves: 13
3
1 4 3
5 2 6
7 8 0
priorities: 18
moves: 14
3
1 4 3
0 5 6
7 2 8
priorities: 18
moves: 13
3
```

1 6 4

```
5 2 3
7 0 8
priorities: 18
moves: 9
3
1 6 4
5 2 3
7 8 0
priorities: 18
moves: 10
3
1 3 6
7 4 8
2 5 0
priorities: 18
moves: 8
3
1 3 6
0 7 4
2 5 8
priorities: 18
moves: 7
3
1 3 6
2 7 4
0 5 8
priorities: 18
moves: 8
3
1 4 5
7 6 0
2 8 3
priorities: 18
moves: 7
3
1 4 5
7 6 3
2 8 0
priorities: 18
moves: 8
3
1 4 5
```

7 0 6

2 8 3

```
priorities: 18
moves: 8
3
1 0 5
7 4 6
2 8 3
priorities: 18
moves: 9
3
1 5 0
7 4 6
2 8 3
priorities: 18
moves: 10
3
1 6 4
7 5 0
2 8 3
priorities: 18
moves: 7
3
1 6 0
7 5 4
2 8 3
priorities: 18
moves: 8
3
1 0 6
7 5 4
2 8 3
priorities: 18
moves: 9
3
1 6 4
7 5 3
2 0 8
priorities: 18
moves: 7
3
1 6 4
7 5 3
0 2 8
priorities: 18
```

```
3
1 6 4
0 5 3
7 2 8
priorities: 18
moves: 9
3
0 1 6
7 3 4
2 5 8
priorities: 18
moves: 6
3
0 6 4
1 8 5
7 2 3
priorities: 18
moves: 6
3
0 1 4
7 6 3
2 5 8
priorities: 18
moves: 6
3
1 6 4
8 0 5
7 2 3
priorities: 18
moves: 6
3
1 0 4
8 6 5
7 2 3
priorities: 18
moves: 7
3
1 4 0
8 6 5
7 2 3
priorities: 18
moves: 8
3
```

1 6 4

```
8 2 5
7 0 3
priorities: 18
moves: 7
3
1 6 4
8 5 0
7 2 3
priorities: 18
moves: 7
3
1 6 0
8 5 4
7 2 3
priorities: 18
moves: 8
3
1 0 6
8 5 4
7 2 3
priorities: 18
moves: 9
3
1 6 4
8 5 3
7 2 0
priorities: 18
moves: 8
3
0 1 4
7 6 5
2 8 3
priorities: 18
moves: 6
3
1 6 4
0 7 3
2 5 8
priorities: 18
moves: 5
3
1 6 4
2 7 3
```

0 5 8

```
priorities: 18
moves: 6
3
1 6 4
0 7 5
2 8 3
priorities: 18
moves: 5
3
1 6 4
2 7 5
0 8 3
priorities: 18
moves: 6
3
1 6 4
3 0 8
7 2 5
priorities: 18
moves: 4
3
1 0 4
3 6 8
7 2 5
priorities: 18
moves: 5
3
1 4 0
3 6 8
7 2 5
priorities: 18
moves: 6
3
1 6 4
3 2 8
7 0 5
priorities: 18
moves: 5
3
1 6 4
3 2 8
7 5 0
priorities: 18
```

```
3
1 6 4
3 2 0
7 5 8
priorities: 18
moves: 7
3
1 6 0
3 2 4
7 5 8
priorities: 18
moves: 8
3
1 0 6
3 2 4
7 5 8
priorities: 18
moves: 9
3
1 2 6
3 0 4
7 5 8
priorities: 18
moves: 10
3
1 2 6
3 5 4
7 0 8
priorities: 18
moves: 11
3
1 2 6
3 5 4
7 8 0
priorities: 18
moves: 12
3
1 2 6
0 3 4
7 5 8
priorities: 18
moves: 11
3
```

1 2 6

```
3 4 0
7 5 8
priorities: 18
moves: 11
3
1 2 0
3 4 6
7 5 8
priorities: 18
moves: 12
3
1 6 4
3 8 0
7 2 5
priorities: 18
moves: 5
3
1 6 0
3 8 4
7 2 5
priorities: 18
moves: 6
3
1 0 6
3 8 4
7 2 5
priorities: 18
moves: 7
3
1 6 4
3 8 5
7 2 0
priorities: 18
moves: 6
3
0 6 4
1 3 8
7 2 5
priorities: 18
moves: 4
3
1 8 6
```

7 0 4

2 3 5

```
priorities: 18
moves: 4
3
1 8 6
7 3 4
2 0 5
priorities: 18
moves: 5
3
1 8 6
7 3 4
0 2 5
priorities: 18
moves: 6
3
1 8 6
0 3 4
7 2 5
priorities: 18
moves: 7
3
1 8 6
7 3 4
2 5 0
priorities: 18
moves: 6
3
1 8 6
7 4 0
2 3 5
priorities: 18
moves: 5
3
1 8 0
7 4 6
2 3 5
priorities: 18
moves: 6
3
1 8 6
7 4 5
2 3 0
priorities: 18
```

```
3
1 8 6
7 4 5
2 0 3
priorities: 18
moves: 7
3
1 8 6
7 4 5
0 2 3
priorities: 18
moves: 8
3
1 8 6
0 4 5
7 2 3
priorities: 18
moves: 9
3
1 8 6
4 0 5
7 2 3
priorities: 18
moves: 10
3
1 0 6
4 8 5
7 2 3
priorities: 18
moves: 11
3
1 8 6
4 2 5
7 0 3
priorities: 18
moves: 11
3
1 8 6
4 5 0
7 2 3
priorities: 18
moves: 11
3
```

1 8 0

```
4 5 6
7 2 3
priorities: 18
moves: 12
3
1 8 6
4 5 3
7 2 0
priorities: 18
moves: 12
3
0 1 6
7 8 4
2 3 5
priorities: 18
moves: 4
3
1 4 8
7 6 0
2 3 5
priorities: 18
moves: 3
3
1 4 8
7 6 5
2 3 0
priorities: 18
moves: 4
3
1 4 8
7 6 5
2 0 3
priorities: 18
moves: 5
3
1 4 8
7 6 5
0 2 3
priorities: 18
moves: 6
3
1 4 8
0 6 5
```

7 2 3

```
priorities: 18
moves: 7
3
1 4 8
7 0 6
2 3 5
priorities: 18
moves: 4
3
1 0 8
7 4 6
2 3 5
priorities: 18
moves: 5
3
1 8 0
7 4 6
2 3 5
priorities: 18
moves: 6
3
1 4 8
7 3 6
2 0 5
priorities: 18
moves: 5
3
1 4 8
7 3 6
0 2 5
priorities: 18
moves: 6
3
1 4 8
0 3 6
7 2 5
priorities: 18
moves: 7
3
1 4 8
7 3 6
2 5 0
priorities: 18
```

```
3
0 1 4
7 6 8
2 3 5
priorities: 18
moves: 2
3
1 6 4
0 7 8
2 3 5
priorities: 18
moves: 1
3
1 6 4
2 7 8
0 3 5
priorities: 18
moves: 2
3
1 4 3
5 2 0
7 8 6
priorities: 20
moves: 15
3
1 4 3
5 2 0
7 8 6
priorities: 20
moves: 15
3
0 4 3
1 5 6
7 2 8
priorities: 20
moves: 14
3
4 0 3
1 5 6
7 2 8
priorities: 20
moves: 15
3
```

0 1 3

```
5 4 6
7 2 8
priorities: 20
moves: 14
3
1 4 3
5 2 6
0 7 8
priorities: 20
moves: 14
3
4 5 3
1 0 6
7 2 8
priorities: 20
moves: 14
3
4 5 3
1 2 6
7 0 8
priorities: 20
moves: 15
3
4 5 3
1 2 6
7 8 0
priorities: 20
moves: 16
3
1 4 3
5 0 6
7 2 8
priorities: 20
moves: 14
3
1 4 3
5 2 6
7 0 8
priorities: 20
moves: 15
3
1 4 3
5 2 6
```

7 8 0

```
priorities: 20
moves: 16
3
1 4 3
0 5 6
7 2 8
priorities: 20
moves: 15
3
1 4 3
5 2 6
0 7 8
priorities: 20
moves: 14
3
4 3 0
1 5 6
7 2 8
priorities: 20
moves: 14
3
1 4 3
7 5 6
0 2 8
priorities: 20
moves: 14
3
1 3 0
5 4 6
7 2 8
priorities: 20
moves: 14
3
0 4 3
1 5 6
7 2 8
priorities: 20
moves: 14
3
4 0 3
1 5 6
7 2 8
priorities: 20
```

```
3
1 3 0
5 4 6
7 2 8
priorities: 20
moves: 14
3
1 4 3
5 0 6
7 2 8
priorities: 20
moves: 14
3
1 0 3
5 4 6
7 2 8
priorities: 20
moves: 15
3
1 4 3
5 2 6
7 0 8
priorities: 20
moves: 15
3
1 4 3
5 2 6
7 8 0
priorities: 20
moves: 16
3
0 1 3
5 4 6
7 2 8
priorities: 20
moves: 14
3
0 1 3
5 4 6
7 2 8
priorities: 20
moves: 14
3
```

1 4 3

```
5 6 0
7 2 8
priorities: 20
moves: 13
3
1 3 6
5 2 0
7 8 4
priorities: 20
moves: 13
3
1 3 0
5 2 6
7 8 4
priorities: 20
moves: 14
3
1 0 3
5 2 6
7 8 4
priorities: 20
moves: 15
3
1 2 3
5 0 6
7 8 4
priorities: 20
moves: 16
3
1 2 3
0 5 6
7 8 4
priorities: 20
moves: 17
3
1 4 3
7 5 0
2 8 6
priorities: 20
moves: 13
3
1 2 6
```

3 5 07 8 4

```
priorities: 20
moves: 13
3
1 2 0
3 5 6
7 8 4
priorities: 20
moves: 14
3
1 0 2
3 4 6
7 5 8
priorities: 20
moves: 13
3
1 0 8
4 5 6
7 2 3
priorities: 20
moves: 13
3
1 8 6
4 5 3
7 0 2
priorities: 20
moves: 13
3
1 2 6
3 4 8
7 5 0
priorities: 20
moves: 12
3
1 3 6
5 4 8
7 2 0
priorities: 20
moves: 12
3
1 4 0
7 5 3
2 8 6
priorities: 20
```

```
3
1 4 3
7 0 5
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5 7 2

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moves: 21
=> passed puzzle21.txt 3 0.11 1951
                                                     1156
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4 2 5
1 3 7
0 8 6
priorities: 20
moves: 10
3
4 2 5
3 7 0
1 8 6
priorities: 20
moves: 9
3
4 2 0
3 7 5
1 8 6
priorities: 20
moves: 10
3
4 2 5
3 7 6
1 8 0
priorities: 20
moves: 10
3
4 8 2
1 0 5
6 3 7
priorities: 20
moves: 6
3
4 0 2
1 8 5
6 3 7
priorities: 20
moves: 7
3
```

4 2 0

```
1 8 5
6 3 7
priorities: 20
moves: 8
3
4 8 2
1 5 0
6 3 7
priorities: 20
moves: 7
3
4 2 5
3 0 8
1 6 7
priorities: 20
moves: 6
3
4 2 5
3 6 8
1 0 7
priorities: 20
moves: 7
3
4 2 5
3 6 8
1 7 0
priorities: 20
moves: 8
3
4 2 5
3 6 0
1 7 8
priorities: 20
moves: 9
3
4 2 0
3 6 5
1 7 8
priorities: 20
moves: 10
3
4 2 5
```

3 0 6 1 7 8

```
priorities: 20
moves: 10
3
4 2 5
0 3 6
1 7 8
priorities: 20
moves: 11
3
0 2 5
4 3 6
1 7 8
priorities: 20
moves: 12
3
4 2 5
1 3 6
0 7 8
priorities: 20
moves: 12
3
4 2 5
1 3 6
7 0 8
priorities: 20
moves: 13
3
4 2 5
1 3 6
7 8 0
priorities: 20
moves: 14
3
4 2 5
0 3 8
1 6 7
priorities: 20
moves: 7
3
0 2 5
4 3 8
1 6 7
priorities: 20
```

```
3
4 2 5
1 3 8
0 6 7
priorities: 20
moves: 8
3
4 8 2
0 7 6
3 1 5
priorities: 20
moves: 5
3
0 8 2
4 7 6
3 1 5
priorities: 20
moves: 6
3
4 8 2
7 0 6
3 1 5
priorities: 20
moves: 6
3
4 0 2
7 8 6
3 1 5
priorities: 20
moves: 7
3
4 2 0
7 8 6
3 1 5
priorities: 20
moves: 8
3
4 8 2
7 1 6
3 0 5
priorities: 20
moves: 7
3
```

4 8 2

```
7 1 6
0 3 5
priorities: 20
moves: 8
3
4 8 2
0 1 6
7 3 5
priorities: 20
moves: 9
3
0 8 2
4 1 6
7 3 5
priorities: 20
moves: 10
3
4 8 2
1 0 6
7 3 5
priorities: 20
moves: 10
3
4 0 2
1 8 6
7 3 5
priorities: 20
moves: 11
3
4 2 0
1 8 6
7 3 5
priorities: 20
moves: 12
3
4 8 2
1 3 6
7 0 5
priorities: 20
moves: 11
3
4 8 2
1 3 6
```

7 5 0

```
priorities: 20
moves: 12
3
4 8 2
7 1 6
3 5 0
priorities: 20
moves: 8
3
4 0 8
3 5 2
1 6 7
priorities: 20
moves: 5
3
8 0 2
4 6 5
3 1 7
priorities: 20
moves: 5
3
8 2 0
4 6 5
3 1 7
priorities: 20
moves: 6
3
4 8 2
6 0 5
3 1 7
priorities: 20
moves: 4
3
4 0 2
6 8 5
3 1 7
priorities: 20
moves: 5
3
4 2 0
6 8 5
3 1 7
priorities: 20
```

```
3
4 8 2
6 1 5
3 0 7
priorities: 20
moves: 5
3
4 8 2
6 1 5
0 3 7
priorities: 20
moves: 6
3
4 8 2
6 1 5
3 7 0
priorities: 20
moves: 6
3
4 8 2
6 5 0
3 1 7
priorities: 20
moves: 5
3
0 4 8
3 6 2
1 7 5
priorities: 20
moves: 4
3
3 4 8
0 6 2
1 7 5
priorities: 20
moves: 5
3
3 4 8
1 6 2
0 7 5
priorities: 20
moves: 6
3
```

3 4 8

```
1 6 2
7 0 5
priorities: 20
moves: 7
3
3 4 8
1 6 2
7 5 0
priorities: 20
moves: 8
3
4 6 8
3 0 2
1 7 5
priorities: 20
moves: 4
3
4 6 8
0 3 2
1 7 5
priorities: 20
moves: 5
3
0 6 8
4 3 2
1 7 5
priorities: 20
moves: 6
3
4 6 8
1 3 2
0 7 5
priorities: 20
moves: 6
3
4 6 8
1 3 2
7 0 5
priorities: 20
moves: 7
3
4 6 8
```

3
 5
 0

```
priorities: 20
moves: 8
3
4 6 8
3 2 0
1 7 5
priorities: 20
moves: 5
3
4 6 0
3 2 8
1 7 5
priorities: 20
moves: 6
3
4 0 6
3 2 8
1 7 5
priorities: 20
moves: 7
3
4 2 6
3 0 8
1 7 5
priorities: 20
moves: 8
3
4 2 6
0 3 8
1 7 5
priorities: 20
moves: 9
3
0 2 6
4 3 8
1 7 5
priorities: 20
moves: 10
3
4 2 6
1 3 8
0 7 5
priorities: 20
```

```
3
4 2 6
1 3 8
7 0 5
priorities: 20
moves: 11
3
4 2 6
1 3 8
7 5 0
priorities: 20
moves: 12
3
4 2 6
1 3 0
7 5 8
priorities: 20
moves: 13
3
4 2 0
1 3 6
7 5 8
priorities: 20
moves: 14
3
4 2 6
1 0 3
7 5 8
priorities: 20
moves: 14
3
4 2 6
1 5 3
7 0 8
priorities: 20
moves: 15
3
4 2 6
1 5 3
7 8 0
priorities: 20
moves: 16
3
```

4 2 6

```
3 8 0
1 7 5
priorities: 20
moves: 9
3
4 2 0
3 8 6
1 7 5
priorities: 20
moves: 10
3
4 2 6
3 8 5
1 7 0
priorities: 20
moves: 10
3
4 6 8
3 2 5
1 7 0
priorities: 20
moves: 6
3
4 2 3
0 5 6
1 8 7
priorities: 22
moves: 17
3
4 2 3
1 5 6
0 8 7
priorities: 22
moves: 18
3
1 2 6
4 3 0
7 8 5
priorities: 22
moves: 17
3
1 2 6
```

4 3 5 7 8 0

```
priorities: 22
moves: 18
3
1 2 6
4 0 3
7 8 5
priorities: 22
moves: 18
3
4 2 6
1 5 0
7 8 3
priorities: 22
moves: 17
3
4 2 0
1 5 6
7 8 3
priorities: 22
moves: 18
3
4 0 2
1 5 6
7 8 3
priorities: 22
moves: 17
3
4 2 6
1 5 0
7 8 3
priorities: 22
moves: 17
3
4 2 0
1 5 6
7 8 3
priorities: 22
moves: 18
3
4 0 2
1 5 6
7 8 3
priorities: 22
```

```
3
1 2 3
8 4 6
7 0 5
priorities: 22
moves: 17
3
1 3 2
4 8 6
7 0 5
priorities: 22
moves: 17
3
1 3 2
4 0 6
7 8 5
priorities: 22
moves: 18
3
1 3 2
4 6 0
7 8 5
priorities: 22
moves: 17
3
1 3 2
4 6 5
7 8 0
priorities: 22
moves: 18
3
1 3 2
4 8 6
7 0 5
priorities: 22
moves: 17
3
1 3 2
4 8 6
7 5 0
priorities: 22
moves: 18
3
```

1 3 2

```
0 4 6
7 8 5
priorities: 22
moves: 17
3
4 2 6
1 5 3
7 0 8
priorities: 22
moves: 17
3
1 2 6
0 4 3
7 8 5
priorities: 22
moves: 17
3
4 2 3
1 8 6
7 0 5
priorities: 22
moves: 17
3
4 2 3
1 0 6
7 8 5
priorities: 22
moves: 18
3
1 2 6
4 8 3
7 0 5
priorities: 22
moves: 17
3
1 2 6
4 8 3
7 5 0
priorities: 22
moves: 18
3
1 0 6
```

4 2 3 7 8 5

```
priorities: 22
moves: 17
3
1 2 6
4 3 5
7 0 8
priorities: 22
moves: 17
3
4 3 2
1 5 0
7 8 6
priorities: 22
moves: 17
3
2 0 3
4 1 6
7 8 5
priorities: 22
moves: 17
3
2 1 3
4 0 6
7 8 5
priorities: 22
moves: 18
3
4 2 3
1 6 5
7 0 8
priorities: 22
moves: 17
3
4 2 0
1 5 3
7 6 8
priorities: 22
moves: 16
3
4 3 0
1 2 6
7 8 5
priorities: 22
```

```
3
4 2 6
1 5 3
0 7 8
priorities: 22
moves: 16
3
0 4 2
1 5 6
7 8 3
priorities: 22
moves: 16
3
1 4 2
0 5 6
7 8 3
priorities: 22
moves: 17
3
0 1 3
4 6 2
7 8 5
priorities: 22
moves: 16
3
1 3 2
4 6 5
0 7 8
priorities: 22
moves: 16
3
4 2 6
1 5 3
0 7 8
priorities: 22
moves: 16
3
4 2 3
1 0 5
7 6 8
priorities: 22
moves: 16
3
```

4 2 3

```
1 6 5
7 0 8
priorities: 22
moves: 17
3
4 2 3
1 6 5
7 8 0
priorities: 22
moves: 18
3
2 5 3
4 0 6
1 8 7
priorities: 22
moves: 16
3
1 3 2
4 5 8
7 6 0
priorities: 22
moves: 16
3
1 3 2
4 5 0
7 6
Total: 0/17 tests passed: Could not complete tests in allotted
time, which results in a reported score of 0.
```

Submission	
Submission time	Fri-02-Oct 21:19:29
Raw Score	64.17 / 100.00
Feedback	See the Assessment Guide for information on how to interpret this report.
	Assessment Summary

Compilation: PASSED

Style: PASSED
Findbugs: Potential bugs found.

API: PASSED

Correctness: 35/42 tests passed Memory: 8/8 tests passed Timing: 0/17 tests passed

Aggregate score: 64.17% [Correctness: 65%, Memory: 10%, Timing: 25%

, Style: 0%]

Assessment Details

The following files were submitted:
total 20K
-rw-rr 1 4.7K Oct 3 04:19 Board.java
-rw-rr 1 5.1K Oct 3 04:19 Solver.java
-rw-rr 1 3.1K Oct 3 04:19 studentSubmission.zip

* compiling ************************************

% javac Board.java *
% javac Solver.java * Note: Solver java uses unchecked or unsafe operations
Note: Solver.java uses unchecked or unsafe operations. Note: Recompile with -Xlint:unchecked for details.
======================================

% checkstyle *.java *
% findbugs *.class
*
H C EC_UNRELATED_TYPES EC: Call to Board.equals(Solver\$Node) in new Solver(Board) At Solver.java:[line 87] Warnings generated: 1
Testing the APIs of your programs.
Board:
Solver:

* correctness

Testing methods in Board
*Running 22 total tests.
Training 12 cocal cooca.
Tests 5, 6, 13, and 14 rely upon toString() returning results in pr
escribed format.
Test 1a: Test hamming() with file inputs
* puzzle04.txt
<pre>* puzzle00.txt * puzzle07 txt</pre>
puzzieor: exe
<pre>* puzzle17.txt * puzzle27.txt</pre>
* puzzle2x2-unsolvable1.txt
PAZZICZNE MISOLVADICI. CNC

==> passed

```
Test 1b: Test hamming() with random N-by-N boards
 * 2-by-2
 * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
 * 10-by-10
 * 127-by-127
==> passed
Test 2a: Test manhattan() with file inputs
    puzzle04.txt
    puzzle00.txt
 * puzzle07.txt
 * puzzle17.txt
  * puzzle27.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 2b: Test manhattan() with random N-by-N boards
 * 2-by-2
  * 3-by-3
  * 4-by-4
 * 5-by-5
  * 9-by-9
 * 10-by-10
  * 127-by-127
==> passed
Test 3: Test dimension() with random N-by-N boards
 * 2-by-2
  * 3-by-3
  * 4-by-4
 * 5-by-5
==> passed
Test 4a: Test toString() with file inputs
  * puzzle04.txt
    puzzle00.txt
 * puzzle06.txt
 * puzzle09.txt
  * puzzle23.txt
```

puzzle2x2-unsolvable1.txt

```
==> passed
Test 4b: Test toString() with random N-by-N boards
 * 2-by-2
 * 3-by-3
  * 4-by-4
  * 5-by-5
 * 9-by-9
 * 10-by-10
  * 127-by-127
==> passed
Test 5a: Test neighbors() with file inputs
 * puzzle04.txt
 * puzzle00.txt
 * puzzle06.txt
 * puzzle09.txt
 * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 5b: Test neighbors() with random N-by-N boards
  * 2-by-2
  * 3-by-3
 * 4-by-4
  * 5-by-5
  * 9-by-9
 * 10-by-10
  * 127-by-127
==> passed
Test 6a: Test neighbors() of neigbors() with file inputs
    puzzle04.txt
    puzzle00.txt
  * puzzle06.txt
 * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 6b: Test neighbors() of neighbors() with random N-by-N boards
 * 2-by-2
  * 3-by-3
  * 4-by-4
```

```
* 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 7a: Test twin() with file inputs
  * puzzle04.txt
    puzzle00.txt
 * puzzle06.txt
 * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 7b: Test twin() with random N-by-N boards
 * 2-by-2
  * 3-by-3
 * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 8a: Test isGoal() on file inputs
  * puzzle00.txt
 * puzzle04.txt
  * puzzle16.txt
 * puzzle06.txt
 * puzzle09.txt
 * puzzle23.txt
 * puzzle2x2-unsolvable1.txt
 * puzzle3x3-unsolvable1.txt
  * puzzle3x3-00.txt
  * puzzle4x4-00.txt
==> passed
Test 8b: Test isGoal() on N-by-N goal boards
 * 2-by-2
  * 3-by-3
 * 4-by-4
 * 5-by-5
 * 6-by-6
  * 100-by-100
==> passed
```

```
Test 9: Check whether two Board objects can be created at the same time \ensuremath{\text{\textsc{time}}}
```

- * random 3-by-3 and 3-by-3 boards
- * random 4-by-4 and 4-by-4 boards
- * random 2-by-2 and 2-by-2 boards
- * random 3-by-3 and 4-by-4 boards
- * random 4-by-4 and 3-by-3 boards

==> passed

Test 10a: Check equals()

- * reflexive
- * symmetric
- * checks that individual entries of array are equal
- * argument is object of type String
- * argument is object of type Object
- * argument is null
- * argument is Board of different dimension

==> passed

Test 10b: Test equals() on M-by-M vs. N-by-N goal boards

- * M = 2, N = 2
- * M = 3, N = 3
- * M = 4, N = 4
- * M = 2, N = 5
- * M = 5, N = 2

==> passed

Test 11: Check that Board is immutable by changing argument array a fter

construction and making sure Board does not mutate
=>> passed

Test 12: Check that Board is immutable by testing whether methods return the same value, regardless of order in which called

- * puzzle10.txt
- * puzzle20.txt
- * puzzle30.txt
- * 2-by-2
- * 3-by-3
- * 4-by-4

==> passed

Test 13: Call hamming() on a board that is kth-neighbor of a board

```
* Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Test 14: Call manhattan() on a board that is a kth-neighbor of a bo
ard
 * Oth neighbor of puzzle27.txt
 * 1th neighbor of puzzle27.txt
 * 2th neighbor of puzzle27.txt
 * 13th neighbor of puzzle27.txt
 * 13th neighbor of puzzle00.txt
 * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Total: 22/22 tests passed!
************************
* correctness (substituting reference Board.java)
*****************
*****
Testing methods in Solver
Running 20 total tests.
Test 1: Call moves() with file inputs
 * puzzle00.txt
 * puzzle01.txt
 * puzzle02.txt
 * puzzle03.txt
 * puzzle04.txt
    puzzle05.txt
    puzzle06.txt
 * puzzle07.txt
    puzzle08.txt
    puzzle09.txt
```

```
* puzzle11.txt
  * puzzle12.txt
  * puzzle13.txt
==> passed
Test 2: Call solution() with file inputs
  * puzzle00.txt
 * puzzle01.txt
  * puzzle02.txt
  * puzzle03.txt
  * puzzle04.txt
  * puzzle05.txt
  * puzzle06.txt
  * puzzle07.txt
  * puzzle08.txt
  * puzzle10.txt
  * puzzle15.txt
==> passed
Test 3: Create two Solver objects at the same time
  * puzzle04.txt and puzzle04.txt
  * puzzle00.txt and puzzle04.txt
  * puzzle04.txt and puzzle00.txt
==> passed
Test 4a: Call isSolvable() with file inputs
  * puzzle01.txt
  * puzzle03.txt
  * puzzle04.txt
  * puzzle17.txt
 * puzzle3x3-unsolvable1.txt
  * puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 4b: Call isSolvable() on random N-by-N puzzles
  * 100 random 2-by-2 boards
==> passed
Test 5: Call moves() on unsolvable puzzles
  * puzzle2x2-unsolvable1.txt
  * puzzle2x2-unsolvable2.txt
```

* puzzle3x3-unsolvable1.txt

* puzzle10.txt

```
* puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 6: Call solution() on unsolvable puzzles
    puzzle2x2-unsolvable1.txt
    puzzle2x2-unsolvable2.txt
  * puzzle3x3-unsolvable1.txt
  * puzzle3x3-unsolvable2.txt
  * puzzle4x4-unsolvable.txt
==> passed
Test 7a: Check that Solver is immutable by testing whether methods
         return the same value, regardless of order in which called
     puzzle3x3-00.txt
    puzzle3x3-01.txt
  * puzzle3x3-05.txt
  * puzzle3x3-10.txt
  * random 2-by-2 solvable boards
==> passed
Test 7b: Check that Solver is immutable by testing whether methods
         return the same value, regardless of order in which called
  * puzzle3x3-unsolvable1.txt
  * puzzle3x3-unsolvable2.txt
     puzzle4x4-unsolvable.txt
  * random 2-by-2 unsolvable boards
==> passed
Test 8: Call moves() with more file inputs
  * puzzle14.txt
  * puzzle15.txt
    puzzle16.txt
    puzzle17.txt
    puzzle18.txt
     puzzle19.txt
    puzzle20.txt
    puzzle21.txt
  * puzzle22.txt
    puzzle23.txt
    puzzle24.txt
    puzzle25.txt
     edu.princeton.cs.algs4.OperationCountLimitExceededException: N
umber of calls to methods in Board exceeds limit: 100000000
```

==> FAILED

- Test 9: Check whether equals() method in Board is called with an argument of the wrong type
 - * puzzle00.txt
 - * puzzle05.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization
 - * puzzle10.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization
 - * puzzle15.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization

==> FAILED

Test 10: Check that constructor throws exception if board is null ==> passed

Test 11: Check for fragile dependence on toString()

- * puzzle00.txt
- * puzzle04.txt
- * puzzle08.txt
- * puzzle12.txt

==> passed

Test 12a: Call moves() with 2-by-2 file inputs

- * puzzle2x2-00.txt
- * puzzle2x2-01.txt
- * puzzle2x2-02.txt
- * puzzle2x2-03.txt
- * puzzle2x2-04.txt
- * puzzle2x2-05.txt
- * puzzle2x2-06.txt

==> passed

Test 12b: Call solution() with 2-by-2 file inputs

- * puzzle2x2-00.txt
- * puzzle2x2-01.txt
- * puzzle2x2-02.txt

```
* puzzle2x2-04.txt
  * puzzle2x2-05.txt
  * puzzle2x2-06.txt
==> passed
Test 13a: Call moves() with 3-by-3 file inputs
  * puzzle3x3-00.txt
 * puzzle3x3-01.txt
 * puzzle3x3-02.txt
  * puzzle3x3-03.txt
  * puzzle3x3-04.txt
    puzzle3x3-05.txt
    puzzle3x3-06.txt
    puzzle3x3-07.txt
    puzzle3x3-08.txt
    puzzle3x3-09.txt
    puzzle3x3-10.txt
    puzzle3x3-11.txt
    puzzle3x3-12.txt
    puzzle3x3-13.txt
    puzzle3x3-14.txt
    puzzle3x3-15.txt
    puzzle3x3-16.txt
    puzzle3x3-17.txt
     puzzle3x3-18.txt
    puzzle3x3-19.txt
    puzzle3x3-20.txt
  * puzzle3x3-21.txt
    puzzle3x3-22.txt
  * puzzle3x3-23.txt
    puzzle3x3-24.txt
     edu.princeton.cs.algs4.OperationCountLimitExceededException: N
umber of calls to methods in Board exceeds limit: 100000000
==> FAILED
Test 13b: Call solution() with 3-by-3 file inputs
    puzzle3x3-00.txt
    puzzle3x3-01.txt
    puzzle3x3-02.txt
```

* puzzle2x2-03.txt

* puzzle3x3-03.txt

puzzle3x3-04.txt

puzzle3x3-05.txt

```
puzzle3x3-06.txt
     puzzle3x3-07.txt
    puzzle3x3-08.txt
     puzzle3x3-09.txt
    puzzle3x3-10.txt
     puzzle3x3-11.txt
     puzzle3x3-12.txt
  *
     puzzle3x3-13.txt
     puzzle3x3-14.txt
    puzzle3x3-15.txt
    puzzle3x3-16.txt
    puzzle3x3-17.txt
     puzzle3x3-18.txt
     puzzle3x3-19.txt
    puzzle3x3-20.txt
     puzzle3x3-21.txt
  * puzzle3x3-22.txt
  * puzzle3x3-23.txt
     puzzle3x3-24.txt
     edu.princeton.cs.algs4.OperationCountLimitExceededException: N
umber of calls to methods in Board exceeds limit: 100000000
==> FAILED
Test 14a: Call moves() with 4-by-4 file inputs
     puzzle4x4-00.txt
    puzzle4x4-01.txt
    puzzle4x4-02.txt
    puzzle4x4-03.txt
    puzzle4x4-04.txt
    puzzle4x4-05.txt
    puzzle4x4-06.txt
     puzzle4x4-07.txt
    puzzle4x4-08.txt
  *
     puzzle4x4-09.txt
     puzzle4x4-10.txt
    puzzle4x4-11.txt
    puzzle4x4-12.txt
    puzzle4x4-13.txt
     puzzle4x4-14.txt
     puzzle4x4-15.txt
    puzzle4x4-16.txt
     puzzle4x4-17.txt
```

puzzle4x4-18.txt

```
puzzle4x4-20.txt
    puzzle4x4-21.txt
    puzzle4x4-22.txt
  * puzzle4x4-23.txt
     puzzle4x4-24.txt
    puzzle4x4-25.txt
    puzzle4x4-26.txt
    puzzle4x4-27.txt
  * puzzle4x4-28.txt
    puzzle4x4-29.txt
     edu.princeton.cs.algs4.OperationCountLimitExceededException: N
umber of calls to methods in Board exceeds limit: 100000000
==> FAILED
Test 14b: Call solution() with 4-by-4 file inputs
    puzzle4x4-00.txt
     puzzle4x4-01.txt
    puzzle4x4-02.txt
    puzzle4x4-03.txt
  * puzzle4x4-04.txt
    puzzle4x4-05.txt
    puzzle4x4-06.txt
  *
    puzzle4x4-07.txt
     puzzle4x4-08.txt
    puzzle4x4-09.txt
    puzzle4x4-10.txt
     puzzle4x4-11.txt
    puzzle4x4-12.txt
    puzzle4x4-13.txt
    puzzle4x4-14.txt
     puzzle4x4-15.txt
    puzzle4x4-16.txt
  *
    puzzle4x4-17.txt
     puzzle4x4-18.txt
    puzzle4x4-19.txt
    puzzle4x4-20.txt
    puzzle4x4-21.txt
     puzzle4x4-22.txt
     puzzle4x4-23.txt
    puzzle4x4-24.txt
     puzzle4x4-25.txt
```

puzzle4x4-26.txt

puzzle4x4-19.txt

- * puzzle4x4-27.txt
- * puzzle4x4-28.txt
- * puzzle4x4-29.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000

==> FAILED

Test 15: Call moves() with random solvable N-by-N boards

- * 100 random 2-by-2 boards
- * 200 random 3-by-3 boards that are <= 20 moves from goal edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000
 - failed on trial 110 of 200

==> FAILED

Total: 13/20 tests passed!

* memory

Computing memory of Board

*_____

Running 8 total tests.

Memory usage of an N-by-N board

	N	student (bytes)	reference (bytes)
=> passed	4	256	240
=> passed	8	576	560
=> passed	12	1024	1008
=> passed	16	1600	1584
=> passed	20	2304	2288
=> passed	36	6400	6384
=> passed	72	23104	23088

120 61504 61488 => passed ==> 8/8 tests passed Total: 8/8 tests passed! memory = $4.00 \text{ N}^2 + 32.00 \text{ N} + 64.00 \quad (R^2 = 1.000)$ Student Reference memory = $4.00 \text{ N}^2 + 32.00 \text{ N} + 48.00 \text{ (R}^2 = 1.000)$ * timing ****************** ***** Timing Solver Running 17 total tests. Timing tests use your implementation of Board.java and Solver.java. Maximum time allowed per puzzle is 10 seconds. filename N seconds insert() delMi max PQ size n() => **FAILED** puzzle20.txt 3 0.25 26847 (5.1x) 986 8 (3.2x) 16979 (8.0x) => **FAILED** puzzle21.txt 3 2.62 293152 (12.4x) 11138 0 (8.0x)181772 (18.7x) => **FAILED** puzzle22.txt 3 5.25 545525 (40.3x) 20189 0 (25.4x) 343635 (61.6x) => **FAILED** puzzle23.txt 3 4.54 473790 (13.6x) 17579 4 (8.5x) 297996 (21.0x) => **FAILED** puzzle24.txt 3 0.33 42295 (1.3x)1644 4 25851 (2.0x) 8.09 832625 (13.9x) => **FAILED** puzzle25.txt 3 31150 8 (8.8x)521117 (21.5x) => **FAILED** puzzle26.txt 3 1.02 117100 (2.3x)4479 72308 2(1.5x)(3.5x)

2.77

287673

(3.2x)

11218

=> **FAILED** puzzle27.txt 3

Submission	Submission					
Submission time	Fri-02-Oct 16:33:30					
Raw Score	57.98 / 100.00					
Feedback	See the Assessment Guide for information on how to interpret this report.					

Assessment Summary

Compilation: PASSED Style: PASSED

Findbugs: Potential bugs found.

API: PASSED

Correctness: 31/42 tests passed
Memory: 8/8 tests passed
Timing: 0/17 tests passed

Aggregate score: 57.98% [Correctness: 65%, Memory: 10%, Timing: 25%

, Style: 0%]

Assessment Details

```
The following files were submitted:
------
total 20K
-rw-r--r-- 1 4.7K Oct 2 23:34 Board.java
-rw-r--r-- 1 4.6K Oct 2 23:34 Solver.java
-rw-r--r-- 1 2.9K Oct 2 23:34 studentSubmission.zip
```

* compiling ************************************
% javac Board.java *
<pre># javac Solver.java #</pre>
Note: Solver.java uses unchecked or unsafe operations. Note: Recompile with -Xlint:unchecked for details.
% checkstyle *.java *================================
<pre>% findbugs *.class *</pre>
M D UC_USELESS_OBJECT UC: Useless object stored in variable var\$7 of method new Solver(Board) At Solver.java:[line 57] H C EC_UNRELATED_TYPES EC: Call to Board.equals(Solver\$Node) in new Solver(Board) At Solver.java:[line 75] Warnings generated: 2
Testing the APIs of your programs.
Board:
Solver:

```
*************************
 correctness
*************************
*****
Testing methods in Board
*_____
Running 22 total tests.
Tests 5, 6, 13, and 14 rely upon toString() returning results in pr
escribed format.
Test 1a: Test hamming() with file inputs
 * puzzle04.txt
 * puzzle00.txt
 * puzzle07.txt
 * puzzle17.txt
 * puzzle27.txt
 * puzzle2x2-unsolvable1.txt
==> passed
Test 1b: Test hamming() with random N-by-N boards
 * 2-by-2
 * 3-by-3
 * 4-by-4
 * 5-by-5
 * 9-by-9
 * 10-by-10
 * 127-by-127
==> passed
Test 2a: Test manhattan() with file inputs
 * puzzle04.txt
 * puzzle00.txt
 * puzzle07.txt
 * puzzle17.txt
 * puzzle27.txt
 * puzzle2x2-unsolvable1.txt
==> passed
```

```
Test 2b: Test manhattan() with random N-by-N boards
     2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 3: Test dimension() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
==> passed
Test 4a: Test toString() with file inputs
  * puzzle04.txt
    puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 4b: Test toString() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 5a: Test neighbors() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
```

```
Test 5b: Test neighbors() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
  * 127-by-127
==> passed
Test 6a: Test neighbors() of neigbors() with file inputs
    puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 6b: Test neighbors() of neighbors() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
  * 10-by-10
==> passed
Test 7a: Test twin() with file inputs
  * puzzle04.txt
  * puzzle00.txt
  * puzzle06.txt
  * puzzle09.txt
  * puzzle23.txt
  * puzzle2x2-unsolvable1.txt
==> passed
Test 7b: Test twin() with random N-by-N boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 9-by-9
```

```
==> passed
Test 8a: Test isGoal() on file inputs
    puzzle00.txt
    puzzle04.txt
  * puzzle16.txt
  * puzzle06.txt
  * puzzle09.txt
    puzzle23.txt
  * puzzle2x2-unsolvable1.txt
  * puzzle3x3-unsolvable1.txt
  * puzzle3x3-00.txt
  * puzzle4x4-00.txt
==> passed
Test 8b: Test isGoal() on N-by-N goal boards
  * 2-by-2
  * 3-by-3
  * 4-by-4
  * 5-by-5
  * 6-by-6
  * 100-by-100
==> passed
Test 9: Check whether two Board objects can be created at the same
time
      random 3-by-3 and 3-by-3 boards
      random 4-by-4 and 4-by-4 boards
      random 2-by-2 and 2-by-2 boards
      random 3-by-3 and 4-by-4 boards
      random 4-by-4 and 3-by-3 boards
==> passed
Test 10a: Check equals()
  * reflexive
  * symmetric
  * checks that individual entries of array are equal
  * argument is object of type String
  * argument is object of type Object
  * argument is null
    argument is Board of different dimension
==> passed
```

10-by-10

```
Test 10b: Test equals() on M-by-M vs. N-by-N goal boards
  * M = 2, N = 2
  * M = 3, N = 3
  * M = 4, N = 4
  * M = 2, N = 5
  * M = 5, N = 2
==> passed
Test 11: Check that Board is immutable by changing argument array a
fter
         construction and making sure Board does not mutate
==> passed
Test 12: Check that Board is immutable by testing whether methods
         return the same value, regardless of order in which called
    puzzle10.txt
  * puzzle20.txt
  * puzzle30.txt
  * 2-by-2
  * 3-by-3
  * 4-by-4
==> passed
Test 13: Call hamming() on a board that is kth-neighbor of a board
  * Oth neighbor of puzzle27.txt
  * 1th neighbor of puzzle27.txt
  * 2th neighbor of puzzle27.txt
  * 13th neighbor of puzzle27.txt
  * 13th neighbor of puzzle00.txt
  * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
Test 14: Call manhattan() on a board that is a kth-neighbor of a bo
ard
  * Oth neighbor of puzzle27.txt
  * 1th neighbor of puzzle27.txt
  * 2th neighbor of puzzle27.txt
  * 13th neighbor of puzzle27.txt
  * 13th neighbor of puzzle00.txt
  * 13th neighbor of puzzle2x2-unsolvable1.txt
==> passed
```

Total: 22/22 tests passed!

```
*************************
* correctness (substituting reference Board.java)
*****************
*****
Testing methods in Solver
Running 20 total tests.
Test 1: Call moves() with file inputs
 * puzzle00.txt
 * puzzle01.txt
 * puzzle02.txt
 * puzzle03.txt
 * puzzle04.txt
    puzzle05.txt
 * puzzle06.txt
 * puzzle07.txt
    puzzle08.txt
 * puzzle09.txt
 * puzzle10.txt
 * puzzle11.txt
    puzzle12.txt
    puzzle13.txt
==> passed
Test 2: Call solution() with file inputs
    puzzle00.txt
    puzzle01.txt
    puzzle02.txt
    puzzle03.txt
    puzzle04.txt
    puzzle05.txt
 * puzzle06.txt
 * puzzle07.txt
    puzzle08.txt
    puzzle10.txt
    puzzle15.txt
```

==> passed

Test 3: Create two Solver objects at the same time

- * puzzle04.txt and puzzle04.txt
- * puzzle00.txt and puzzle04.txt
- * puzzle04.txt and puzzle00.txt

==> passed

Test 4a: Call isSolvable() with file inputs

- * puzzle01.txt
- * puzzle03.txt
- * puzzle04.txt
- * puzzle17.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: Number of calls to methods in Board exceeds limit: 100000000

==> FAILED

Test 4b: Call isSolvable() on random N-by-N puzzles

- * 100 random 2-by-2 boards
- ==> passed

Test 5: Call moves() on unsolvable puzzles

- * puzzle2x2-unsolvable1.txt
- * puzzle2x2-unsolvable2.txt
- * puzzle3x3-unsolvable1.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: Number of calls to methods in Board exceeds limit: 100000000

==> FAILED

Test 6: Call solution() on unsolvable puzzles

- * puzzle2x2-unsolvable1.txt
- * puzzle2x2-unsolvable2.txt
- * puzzle3x3-unsolvable1.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: Number of calls to methods in Board exceeds limit: 100000000

==> FAILED

Test 7a: Check that Solver is immutable by testing whether methods return the same value, regardless of order in which called

- * puzzle3x3-00.txt
- * puzzle3x3-01.txt
- * puzzle3x3-05.txt
- * puzzle3x3-10.txt

- * random 2-by-2 solvable boards
- ==> passed

Test 7b: Check that Solver is immutable by testing whether methods return the same value, regardless of order in which called

* puzzle3x3-unsolvable1.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: Number of calls to methods in Board exceeds limit: 100000000

==> FAILED

Test 8: Call moves() with more file inputs

* puzzle14.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000

==> FAILED

- Test 9: Check whether equals() method in Board is called with an argument of the wrong type
 - * puzzle00.txt
 - * puzzle05.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization
 - * puzzle10.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization
 - * puzzle15.txt
 - detected call to equals() method in Board with an argument that is not of type Board
 - likely a bug in the critical optimization

==> FAILED

Test 10: Check that constructor throws exception if board is null ==> passed

Test 11: Check for fragile dependence on toString()

- * puzzle00.txt
- * puzzle04.txt
- * puzzle08.txt
- * puzzle12.txt
- ==> passed

```
Test 12a: Call moves() with 2-by-2 file inputs
    puzzle2x2-00.txt
    puzzle2x2-01.txt
  * puzzle2x2-02.txt
  * puzzle2x2-03.txt
  * puzzle2x2-04.txt
  * puzzle2x2-05.txt
  * puzzle2x2-06.txt
==> passed
Test 12b: Call solution() with 2-by-2 file inputs
    puzzle2x2-00.txt
    puzzle2x2-01.txt
  * puzzle2x2-02.txt
  * puzzle2x2-03.txt
  * puzzle2x2-04.txt
  * puzzle2x2-05.txt
  * puzzle2x2-06.txt
==> passed
Test 13a: Call moves() with 3-by-3 file inputs
    puzzle3x3-00.txt
    puzzle3x3-01.txt
 * puzzle3x3-02.txt
    puzzle3x3-03.txt
    puzzle3x3-04.txt
    puzzle3x3-05.txt
  * puzzle3x3-06.txt
    puzzle3x3-07.txt
    puzzle3x3-08.txt
  * puzzle3x3-09.txt
    puzzle3x3-10.txt
  * puzzle3x3-11.txt
 * puzzle3x3-12.txt
    puzzle3x3-13.txt
     edu.princeton.cs.algs4.OperationCountLimitExceededException: N
umber of calls to methods in Board exceeds limit: 100000000
==> FAILED
```

Test 13b: Call solution() with 3-by-3 file inputs

puzzle3x3-00.txt

* puzzle3x3-01.txt

```
* puzzle3x3-02.txt
* puzzle3x3-03.txt
* puzzle3x3-04.txt
* puzzle3x3-05.txt
* puzzle3x3-06.txt
* puzzle3x3-07.txt
* puzzle3x3-09.txt
* puzzle3x3-10.txt
* puzzle3x3-10.txt
* puzzle3x3-11.txt
* puzzle3x3-12.txt
* puzzle3x3-13.txt
```

edu.princeton.cs.algs4.OperationCountLimitExceededException: Number of calls to methods in Board exceeds limit: 100000000

==> FAILED

```
Test 14a: Call moves() with 4-by-4 file inputs
  * puzzle4x4-00.txt
  * puzzle4x4-01.txt
  * puzzle4x4-02.txt
  * puzzle4x4-03.txt
  * puzzle4x4-04.txt
  * puzzle4x4-05.txt
```

* puzzle4x4-06.txt
* puzzle4x4-07.txt
* puzzle4x4-08.txt
* puzzle4x4-09.txt

* puzzle4x4-10.txt

* puzzle4x4-12.txt

puzzle4x4-11.txt

* puzzle4x4-13.txt

* puzzle4x4-14.txt

edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000

==> FAILED

```
Test 14b: Call solution() with 4-by-4 file inputs
```

* puzzle4x4-00.txt

* puzzle4x4-01.txt

* puzzle4x4-02.txt

* puzzle4x4-03.txt

* puzzle4x4-04.txt

puzzle4x4-05.txt * puzzle4x4-06.txt puzzle4x4-07.txt puzzle4x4-08.txt * puzzle4x4-09.txt puzzle4x4-10.txt puzzle4x4-11.txt * puzzle4x4-12.txt * puzzle4x4-13.txt puzzle4x4-14.txt edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000 ==> FAILED Test 15: Call moves() with random solvable N-by-N boards * 100 random 2-by-2 boards 200 random 3-by-3 boards that are <= 20 moves from goal edu.princeton.cs.algs4.OperationCountLimitExceededException: N umber of calls to methods in Board exceeds limit: 100000000 - failed on trial 6 of 200 ==> FAILED Total: 9/20 tests passed! ************************* ***** ************************ ***** Computing memory of Board Running 8 total tests. Memory usage of an N-by-N board N student (bytes) reference (bytes)

<pre>=> passed => passed</pre>		256		240	
=> passed	8	576		560	
P 0.000	12	1024	1008		
=> passed	16	1600	1584		
=> passed	20	2304	2288		
=> passed	36	6400	6384		
=> passed	72	23104	23088		
=> passed	120	61504	61	.488	
==> 8/8 te	sts passed				
Total: 8/8	tests pas	sed!			
Student	memory = 4	.00 N^2 + 32.	00 N + 64.00	$(R^2 = 1.000)$	
Reference	memory = 4	.00 N^2 + 32.	00 N + 48.00	$(R^2 = 1.000)$	
*****	*****	*****	*****	********	
********* Timing Sol					
Timing Sol	ver				
Timing Sol	ver				
Timing Sol * Running 17 Timing tes	ver ' total tes	ts. r implementat		iava and Solver.jav	
Timing Sol * Running 17 Timing tes	ver 'total tes 'ts use you me allowed	ts. r implementat per puzzle i	ion of Board.j		
Timing Sol * Running 17 Timing tes Maximum ti	ver 'total tes 'ts use you me allowed	ts. r implementat per puzzle i ame N se	ion of Board.j s 10 seconds.		
Timing Sol * Running 17 Timing tes Maximum ti	ver total tes ts use you me allowed	ts. r implementat per puzzle i ame N se	ion of Board.j s 10 seconds.		

- 1				