perint path (goal, jugs)

else peint ("Invalid") def transition (old, new, jugs): a = old [0] b = old [1] a-pline = new[0] b-prime = new[1] a max = jugs [0] 6-max = jugs[1] a) a-perime; if b == b-pline setuan "clear", fearnat (a-mar) else: return "pour", format (a-max. b-max) if b>b-peino if a == a-prime setnen "clear", format (b-max) return "Pona", format (b-max, a-max) of a= a-plime reform "Fill". Journat (b may) else seturn "Fill". format (a-max)