

AI-Lab - 8 Puzzle Problem

Algorithm.

struct list_node.

```
{  
    list_node * next;  
    list_node * parent;  
    float cost;  
}
```

algorithm (list_node * t)

```
{ if ( * t is an answer node ) . // checking for goal state  
    { print ( * t );  
      return;  
    }
```

E = t;

while (true)

```
{
```

for each child x of E .

```
{ if x is an answer node .
```

```
{ print the path from x to t;  
  return;  
}
```

E = least (); // Select current node with least cost .

```
}
```

```
}
```

