

Lab 3:-

8-Puzzel Game

Code:-

Using Depth First Search (DFS)

class SlidingPuzzle:

```
def __init__(self, board, empty_pos, path=[]):
```

```
    self.board = board
```

```
    self.empty_pos = empty_pos
```

```
    self.path = path
```

```
def is_solved(self):
```

```
    return self.board == [1, 2, 3, 4, 5, 6, 7, 8, 0]
```

```
def get_moves(self):
```

```
    x, y = self.empty_pos
```

```
    possible_moves = []
```

```
    for dx, dy in [(-1, 0), (1, 0), (0, -1), (0, 1)]:
```

```
        nx, ny = x + dx, y + dy
```

```
        if 0 <= nx < 3 and 0 <= ny < 3:
```

```
            new_board = self.board[:]
```

```
            new_board[x * 3 + y], new_board[nx * 3 + ny] = new_board[nx * 3 + ny], new_board[x * 3 + y]
```

```
            possible_moves.append((new_board, (nx, ny)))
```

```
    return possible_moves
```

```
def depth_first_search(initial_puzzle):
```

```
    stack, visited = [initial_puzzle], set()
```

```
    while stack:
```

```
        current_puzzle = stack.pop()
```

```
        if current_puzzle.is_solved():
```

```
            return current_puzzle.path
```

```

visited.add(tuple(current_puzzle.board))

for new_board, new_empty_pos in current_puzzle.get_moves():
    new_state = SlidingPuzzle(new_board, new_empty_pos, current_puzzle.path + [new_board])
    if tuple(new_board) not in visited:
        stack.append(new_state)

return None


def display_board(board):
    for i in range(0, 9, 3):
        print(board[i:i + 3])
    print()


def main():
    initial_board = [1, 2, 3, 4, 0, 5, 7, 8, 6]
    empty_pos = initial_board.index(0)
    initial_puzzle = SlidingPuzzle(initial_board, (empty_pos // 3, empty_pos % 3))

    print("Initial state:")
    display_board(initial_board)

    solution = depth_first_search(initial_puzzle)

    if solution:
        print("Solution found:")
        for step in solution:
            display_board(step)
    else:
        print("No solution found.")


if __name__ == "__main__":

```

main()

Output:-

```
>>> Type "help", "copyright", "credits" or "license()" for mor
===== RESTART: C:/Users/User/AppData/Local/Programs/Python
Initial state:
[1, 2, 3]
[4, 0, 5]
[7, 8, 6]

Solution found:
[1, 2, 3]
[4, 5, 0]
[7, 8, 6]

[1, 2, 3]
[4, 5, 6]
[7, 8, 0]

>>> |
```

Code:-

Using Manhattan Distance

class SlidingPuzzleSolver:

def __init__(self, initial_state):

self.initial_state = initial_state

self.goal_state = [[1, 2, 3], [4, 5, 6], [7, 8, 0]]

def manhattan_distance(self, state):

distance = 0

for i in range(3):

for j in range(3):

if state[i][j] != 0:

goal_i = (state[i][j] - 1) // 3

goal_j = (state[i][j] - 1) % 3

distance += abs(i - goal_i) + abs(j - goal_j)

return distance

```
def get_neighbors(self, state):
    i, j = next((i, j) for i in range(3) for j in range(3) if state[i][j] == 0)
    moves = [(i - 1, j), (i + 1, j), (i, j - 1), (i, j + 1)]
    return [self.swap(state, i, j, x, y) for x, y in moves if 0 <= x < 3 and 0 <= y < 3]
```

```
def swap(self, state, i1, j1, i2, j2):
    new_state = [row[:] for row in state]
    new_state[i1][j1], new_state[i2][j2] = new_state[i2][j2], new_state[i1][j1]
    return new_state
```

```
def dfs_with_manhattan(self, state, visited=set()):
    if state == self.goal_state:
        return [state]
    visited.add(str(state))
    neighbors = sorted(self.get_neighbors(state), key=lambda x: self.manhattan_distance(x))
    for neighbor in neighbors:
        if str(neighbor) not in visited:
            path = self.dfs_with_manhattan(neighbor, visited)
            if path:
                return [state] + path
    return None
```

```
def solve(self):
    solution = self.dfs_with_manhattan(self.initial_state)
    return solution
```

```
initial_state = [[int(x) for x in input(f"Enter row {i + 1}: ").split()] for i in range(3)]
solver = SlidingPuzzleSolver(initial_state)
solution = solver.solve()
```

if solution:

```
print("Solution found:")
```

for state in solution:

```
print(*state, sep='\n', end='\n\n')
```

else:

```
print("No solution found.")
```

Output:-

```
>> Type help , copyright , credits or license() to
==== RESTART: C:/Users/User/AppData/Local/Programs/Python/Python39-64/Python.exe
Enter row 1: 1 0 3
Enter row 2: 4 2 6
Enter row 3: 7 5 8
Solution found:
[1, 0, 3]
[4, 2, 6]
[7, 5, 8]

[1, 2, 3]
[4, 0, 6]
[7, 5, 8]

[1, 2, 3]
[4, 5, 6]
[7, 0, 8]

[1, 2, 3]
[4, 5, 6]
[7, 8, 0]
```