

Algorithm:

- 1) Take a class Vacuum cleaner Agent
- 2) Define a function init with self parameter
- 3) Now select a location room A and room B
assign a room A and B are dirty
- 4) Define a function move_right and move_left.
Set a location move_right to room B and
move_left to room A.
- 5) Define a function suck if a room is clean
vacuum cleaner will suck.
- 6) Define a sense and function sense & act. In this
we will print a in which vacuum is cleaning
and what is the room state and which room is
- 7) Now, check the condition.

```

if self.rooms[self.location] == 'Dirty'
    print("Action: suck")
elif self.location == 'A'
    print("Action: Move Right")
elif self.location == 'B'
    print("Action: Move Left")

```
- 8) Define a function run and take a range
and print a steps and it will show that the
room is cleaned @ it is dirty.

Proced

[A, clean]

[A, dirty]

right

[B, clean]

suck

[B, dirty]

left

[A, clean], [A, clean]

suck

[A, clean], [A, dirty]

left

suck

[B, clean], [B, clean]

right

[B, clean], [B, dirty]

suck

[A, clean], [B, clean]

exit

Vacuum cleaner Agent:

class VacuumCleanerAgent:

def __init__(self):

self.location = 'A'

self.rooms = {'A': 'dirty', 'B': 'dirty'}

def move_right(self):

self.location = 'B'

def move_left(self):

self.location = 'A'

def suck(self):

self.rooms[self.location] = 'clean'

def sense_and_act(self):

print("vacuum is in room", self.location)

Room state: {self.rooms[self.location]}

if self.rooms[self.location] == 'dirty':

print("Action: Suck")

self.suck()

elif self.location == 'A':


```

    print("Action: Move Right")
    self.move_right()
elif self.location == 'B':
    print("Action: Move Left")
    self.move_left()
def run(self, steps=5):
    for step in range(steps):
        print(f"Step {step+1}: ")
        self.sense_and_act()
        print(f"Room States: {self.rooms}")
        print("-" * 20)
vacuum_agent = VacuumCleanerAgent()
vacuum_agent.run()

```

output:

Step 1:

vacuum is in Room A, Room State: Dirty.

Action: Suck

Room states: {'A': 'clean', 'B': 'Dirty'}

Step 2:

vacuum is in Room A, Room State: clean

Action: Move Right

Room states: {'A': 'clean', 'B': 'Dirty'}

Step 3:

vacuum is in Room B, Room State: Dirty

Action: Suck

Room states: {'A': 'clean', 'B': 'clean'}

Step 4:

Vacuum is in room B, Room state: clean.

Action: Move left.

Room States: {'A': 'clean', 'B': 'clean'}.

Step 5:

Vacuum is in room A, Room state: clean.

Action: Move Right

Room States: {'A': 'clean', 'B': 'clean'}.

~~Step 6~~

Output for 4 rooms

Step 1:

Vacuum is in Room A, Room state: Dirty.

Action: Suck

Sucking dirt in room A.

Room States: {'A': 'clean', 'B': 'Dirty', 'C': 'Dirty', 'D': 'Dirty'}.

Step 2:

Vacuum is in Room A, Room state: clean.

Action: Move right.

Moved right to room B.

Room states: {'A': 'clean', 'B': 'clean', 'C': 'Dirty', 'D': 'Dirty'}.

Step 3:

Vacuum is in room B, Room states: Clean

move down to room D.

Room states: {'A': 'clean', 'B': 'clean', 'C': 'Dirty', 'D': 'clean'}.

Step 4:

Vacuum is in room D, Room state is clean,
moved left to room C.

Room states: 'A': 'clean', 'B': 'clean', 'C': 'clean', 'D': 'clean'

Step 5:

Vacuum is in room C, Room state is clean,
moved left to room A.

Room states: 'A': 'clean', 'B': 'clean', 'C': 'clean', 'D': 'clean'

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Changes for 4 rooms

Self.rooms = {'A': 'dirty', 'B': 'dirty', 'C': 'dirty', 'D': 'dirty'}

Self.neighbours = {'A': {'right': 'B', 'down': 'C'},

'B': {'left': 'A', 'down': 'D'},

'C': {'up': 'A', 'right': 'D'},

'D': {'up': 'B', 'left': 'C'}}

def run(self, steps=10):

for step in range(steps):

print(f"Step {step+1}:")

self.sense_and_act()

print(f"Room States: {self.rooms}")

print(" - " * 40)