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## Assignment B1

**Problem Statement :** Solve 8-puzzle problem using A\* algorithm. Assume any initial configuration and define goal configuration clearly.

### Code:

```
#include<bits/stdc++.h>
using namespace std;
#define n 3

class Node
{
    public:
    int newx,newy,f,h;
    int modify[n][n];
    Node(int x,int y,int modify[n][n],int f,int h)
    {
        newx = x;
        newy = y;
        memcpy(this->modify,modify,n*n*sizeof(int));
        this->f = f;
        this->h = h;
    }
};

int calculateh(int init[n][n],int res[n][n])
{
    int count = 0;
    for(int i = 0;i<n;i++)
    {
        for(int j = 0;j<n;j++)
        {
            if(init[i][j] != res[i][j] && init[i][j]!=0)
            {
                count++;
            }
        }
    }
    return count;
}
```

```

void print(int x[n][n])
{
    cout<<endl;
    for(int i = 0;i<n;i++)
    {
        for(int j = 0;j<n;j++)
        {
            cout<<x[i][j]<<" ";
        }
        cout<<endl;
    }
    cout<<endl;
}

```

```

Node* createNode(int init[n][n],int res[n][n],int x,int y,int newx,int newy,int g)
{
    int modify[n][n];
    memcpy(modify,init,n*n*sizeof(int));
    int temp = modify[newx][newy];
    modify[newx][newy] = modify[x][y];
    modify[x][y] = temp;
    int h = calculateh(modify,res);
    return new Node(newx,newy,modify,g+h,h);
}

```

```

Node* compare(Node* obj1,Node* obj2)
{
    if(obj1!=NULL)
    {
        if(obj1->f > obj2->f)
        {
            obj1 = obj2;
        }
    }
    else
    {
        obj1 = obj2;
    }
    return obj1;
}

```

```

void solve(int init[n][n],int res[n][n],int x,int y,int g)
{
    Node *obj1=NULL,*obj2=NULL,*obj3=NULL,*obj4=NULL;
    if(x+1<n&& y<n)
    {

```

```

        obj1 = createNode(init,res,x,y,x+1,y,g);
    }
    if(x<n&& y+1<n)
    {
        obj2 = createNode(init,res,x,y,x,y+1,g);
    }
    if(x-1>=0&& y<n)
    {
        obj3 = createNode(init,res,x,y,x-1,y,g);
    }
    if(x<n&& y-1>=0)
    {
        obj4 = createNode(init,res,x,y,x,y-1,g);
    }

    Node* obj = NULL;

    if(obj1!=NULL)
    {
        obj = compare(obj,obj1);
    }
    if(obj2!=NULL)
    {
        obj = compare(obj,obj2);
    }
    if(obj3!=NULL)
    {
        obj = compare(obj,obj3);
    }
    if(obj4!=NULL)
    {
        obj = compare(obj,obj4);
    }

    print(obj->modify);

    if(obj->h!=0)
        solve(obj->modify,res,obj->newx,obj->newy,g+1);
}
int main()
{
    int init[n][n] = {
        {1, 2, 3},
        {0, 4, 6},
        {7, 5, 8}
    }

```

```

    };
    int res[n][n] = {
                                {1, 2, 3},
                                {4, 5, 6},
                                {7, 8, 0}
    };
    int x = 1,y = 0;

    print(init);

    solve(init,res,x,y,1);
    return 0;
}

```

## Output :

```

premise@premise-HP-Pavilion-15-Notebook-PC: ~/Lp1/AIR
premise@premise-HP-Pavilion-15-Notebook-PC:~/Lp1/AIR$ g++ AssignmentB1.cpp
premise@premise-HP-Pavilion-15-Notebook-PC:~/Lp1/AIR$ ./a.out
1 2 3
4 5 6
7 5 8

1 2 3
4 0 6
7 5 8

1 2 3
4 5 6
7 0 8

premise@premise-HP-Pavilion-15-Notebook-PC:~/Lp1/AIR$

```