7. Design a planning system using STRIPS. (Suggested exercise: an elevator problem to move a passenger from the 1st floor to the 4th floor in a building).

**CODE:**

n=int(input("Enter No. of Blocks: "))

clear=[True]\*(n+1)

on=[0]\*(n+1)

goalOn=[0]\*(n+1)

def putOn(x,y):

  if not clear[x]:

    putOnTable(on.index(x))

  if not clear[y]:

    putOnTable(on.index(y))

  clear[y]=False

  clear[on[x]]=True

  on[x]=y

  print("Put block", x, "on", y)

def putOnTable(x):

  if not clear[x]:

    putOnTable(on.index(x))

  clear[on[x]]=True

  on[x]=0

  print("Put block", x, "on table")

print("Initial state: ")

print("Select position of each block: 1.On Table 2.On a Block")

for i in range(1,n+1):

  print("Block", i)

  pos=int(input())

  if pos==1:

    on[i]=0

  elif pos==2:

    y=int(input("On which block: "))

    clear[y]=False

    on[i]=y

for i in range(1,n+1):

  print(i, clear[i], on[i])

print("For Goal state: ")

print("Select position of each block: 1.On Table 2.On a Block")

for i in range(1,n+1):

  print("Block", i)

  pos=int(input())

  if pos==1:

    goalOn[i]=0

  elif pos==2:

    goalOn[i]=int(input("On which block: "))

base=[]

if on!=goalOn:

  for i in range(1,n+1):

    if goalOn[i]==0:

      if on[i]!=0:

        putOnTable(i)

      base.append(i)

  while on!=goalOn:

    b=base.pop(0)

    try:

      x=goalOn.index(b)

      if on[x]!=b:

        putOn(x,b)

      base.append(x)

    except:

      pass

**OUTPUT:**

