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1BMSCS077

ai lab test 1

```
def get_jugs():
```

```
    """
```

Returns a list of two integers representing volumes of the jugs.

Takes volumes of the jugs as an input from the user.

```
    """
```

```
    print("Receiving the volume of the jugs...")  
    jugs = []
```

```
    temp = int(input("Enter first jug volume (>1):  
"))
```

```
    while temp < 1:  
        temp = int(input("Enter a valid amount (>1): "))  
        jugs.append(temp)
```

```
    temp = int(input("Enter second jug volume (>1):  
"))
```

```
    while temp < 1:  
        temp = int(input("Enter a valid amount (>1): "))  
        jugs.append(temp)
```

```
return jugs
```

```
def get_goal(jugs):  
    """
```

Returns desired amount of water.

Takes desired amount as an input from the user.

```
jugs: a list of two integers representing  
volumes of the jugs  
    """
```

```
print("Receiving the desired amount of the  
water...")
```

```
max_amount = max(jugs[0], jugs[1])
```

```
s = "Enter the desired amount of water (/ - {0}):
```

```
".format(max_amount)
```

```
goal_amount = int(input(s))
```

```
while goal_amount < / or goal_amount >  
max_amount:
```

```
goal_amount = int(input("Enter a valid amount  
(/ - {0}): ".format(max_amount)))
```

return goal\_amount

def is\_goal(path, goal\_amount):  
 """

Returns True, if the given path terminates at the goal node.

path: a list of nodes representing the path to be checked

goal\_amount: an integer representing the desired amount of water  
 """

print("Checking if the goal is achieved...")

return path[-1][0] == goal\_amount or path[-1][1] == goal\_amount

def been\_there(node, check\_dict):  
 """

Returns True, if the given node is already visited

node: a list of two integers representing current state of the jugs



check\_dict: a dictionary storing visited nodes

"""

```
print("Checking if {0} is visited  
before...".format(node))
```

```
return check_dict.get(get_index(node), False)
```

def next\_transitions(jugs, path, check\_dict):

"""

Returns list of all possible transitions which  
do not cause loops

jugs: a list of two integers representing  
volumes of the jugs

path: a list of nodes representing the current  
path

check\_dict: a dictionary storing visited nodes

"""

```
print("Finding next transitions and checking for  
the loops...")
```

```
result = []
```

```
next_nodes = []
```

```
node = []
```

```
a_max = jugs[0]
```

```
b_max = jugs[1]
```

```
a = path[-1][0] # initial amount in the first jug  
b = path[-1][1] # initial amount in the second jug
```

```
# 1. fill in the first jug
```

```
node.append(a_max)
```

```
node.append(b)
```

```
if not been_there(node, check_dict):
```

```
next_nodes.append(node)
```

```
node = []
```

```
# 2. fill in the second jug
```

```
node.append(a)
```

```
node.append(b_max)
```

```
if not been_there(node, check_dict):
```

```
next_nodes.append(node)
```

```
node = []
```

```
# 3. second jug to first jug
```

```
node.append(min(a_max, a + b))
```

```
node.append(b - (node[0] - a)) # b - (a' - a)
```

```
if not been there(node, check_dict):  
    next_nodes.append(node)  
node = []
```

```
# 4. first jug to second jug  
node.append(min(a + b, b_max))  
node.insert(0, a - (node[0] - b))  
if not been there(node, check_dict):  
    next_nodes.append(node)  
node = []
```

```
# 5. empty first jug  
node.append(0)  
node.append(b)  
if not been there(node, check_dict):  
    next_nodes.append(node)  
node = []
```

```
# 6. empty second jug  
node.append(a)  
node.append(0)  
if not been there(node, check_dict):  
    next_nodes.append(node)
```

```
# create a list of next paths
```



```
for i in range(0, len(next_nodes)):
    temp = list(path)
    temp.append(next_nodes[i])
    result.append(temp)
```

```
if len(next_nodes) == 0:
    print("No more unvisited
    nodes... \nBacktracking...")
else:
    print("Possible transitions: ")
    for nnode in next_nodes:
        print(nnode)
```

```
return result
```

```
def transition(Old, new, jugs):
```

```
    """
```

returns a string explaining the transition from  
old state/node to new state/node

old: a list representing old state/node

new: a list representing new state/node

jugs: a list of two integers representing  
volumes of the jugs

////

a = old[0]

b = old[1]

a\_prime = new[0]

b\_prime = new[1]

a\_max = jugs[0]

b\_max = jugs[1]

if a > a\_prime:

if b == b\_prime:

return "Clear {0}-liter

jug: |t|t|t".format(a\_max)

else:

return "Pour {0}-liter jug into {1}-liter

jug: |t".format(a\_max, b\_max)

else:

if b > b\_prime:

if a == a\_prime:

return "Clear {0}-liter

jug: |t|t|t".format(b\_max)

else:

return "Pour {0}-liter jug into {1}-liter

jug: |t".format(b\_max, a\_max)

else: