**BLOCKWORLD**

**Instructions for usage**

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This project development and testing were executed onn UBUNTU 16.04 operating system and based C++.

**Files:**

solveBlockWorld.cpp

solveBlockWorld.h

Makefile

**Compilation:**

Please browse to the source folder, there you will find source code and a make file.

We can execute "***make***" in the source directory to create executable named "*blkwldslvr*".

Alternate way is to execute the following command in the source directory,

*g++ solveBlockWorld.cpp -o blkwldslvr*

**Execution:**

The binary can be executed in the following way

./ *blkwldslvr [NUMBER\_OF\_STACK] [NUMBER\_OF\_BLOCK]*

Example: ./blkwldslvr 3 10

3 -number of stacks

10 -number of blocks

The problem will be generated randomly by the program and will provide the information on the terminal.

There is a sample execution shown below for the reference,

./blkwldslvr 3 5

Generated problem is as follows

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [E]

[ ] [ ] [D]

[A] [B] [C]

Started to solve .........

----------------Goal is reached-------------------------

Queue Size : 20

Iterations : 6

Number of moves for the solution : 6

The solution shown below,

Move number : 0

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [E]

[ ] [ ] [D]

[A] [B] [C]

--- --- ---

1 2 3

Move number : 1

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [E]

[B] [ ] [D]

[A] [ ] [C]

--- --- ---

1 2 3

Move number : 2

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [ ]

[B] [ ] [D]

[A] [E] [C]

--- --- ---

1 2 3

Move number : 3

[ ] [ ] [ ]

[ ] [ ] [ ]

[ ] [ ] [ ]

[B] [D] [ ]

[A] [E] [C]

--- --- ---

1 2 3

Move number : 4

[ ] [ ] [ ]

[ ] [ ] [ ]

[C] [ ] [ ]

[B] [D] [ ]

[A] [E] [ ]

--- --- ---

1 2 3

Move number : 5

[ ] [ ] [ ]

[D] [ ] [ ]

[C] [ ] [ ]

[B] [ ] [ ]

[A] [E] [ ]

--- --- ---

1 2 3

Move number : 6

[E] [ ] [ ]

[D] [ ] [ ]

[C] [ ] [ ]

[B] [ ] [ ]

[A] [ ] [ ]

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1 2 3