# Missionary Cannibals

Name: Rohit Rai, Mohd Faizan

Reg.No:11815873,11803064

Advisor: Sagar Pandey Sir

Department of Computer Science and Engineering

Lovely Professional University,Punjab

INTRODUCTION

Aim: This project has been done as part of my course for the INT404 at Lovely Professional University. It was supervised by our teacher sagar pandey sir. Missionary cannibals is one of the important problem in AI. Our aim is to provide solution to this problem.

Motivation: It was quite interesting to learn Artificial Intelligence. This group project gave us ample time to learn and confirm our interest in the field. The missionary cannibals is a game problem so we were highly attracted towards it and finally chose to do our project on this topic.

Objective: The main objective of this project is the practical implementation of the course INT 404 . The project has provided us a good path to implement all topic and libraries which we have studied so far.

Scope of the project: It has enhanced our concept and has opened the door for the implementation on other concepts of INT 404. We would like to thank our faculty Sagar Pandey for guiding us throughout the project.

Related Work

Our teacher has discussed a lot of other AI problems such as tic tae toe, water-jug, 8-puzzle, tower of Hanoi, crypt arithmetic etc. To solve this problem satisfactorily, our program must be explicitly identify all of the optimal solutions to the problem.

There are different varieties of search which can be used such as breadth first search(BFS), depth first search(DFS),or iterative deepening. Each of these different search methods has different properties such as whether a result is guaranteed, and how much time and space is needed to carry out a search.

This problem of missionary and cannibals uses breadth first search, as this search method is guaranteed to find a solution state.

Work Distribution

1. Rohit Rai

Coding

making report

1. Mohd Faizan

Coding

PPT

Libraries used

* Math

The python math library provides us access to some common math functions and constants in python, which we can use throughout our code for more complex mathematical computations. The library is a built-in python module, therefore we don't have to install to use it.

Class State is a behavioural design pattern that allows an object to change the behaviour when its internal state changes.

# 