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EXPERIMENT NO: 9

BLOCKS WORLD PROBLEM PROGRAM:

class BlocksWorld:

def init (self): self.state = {

"A": "B", # A is on B

"B": "table", # B is on table "C": "table" # C is on table

}

self.goal = { "A": "B",

"B": "C",

"C": "table"

}

def is\_goal\_state(self):

return self.state == self.goal

def move(self, block, destination):

if block in self.state and self.state[block] != destination:

print(f"Moving {block} from {self.state[block]} to {destination}") self.state[block] = destination

def plan\_moves(self):

print("\nInitial State:", self.state) while not self.is\_goal\_state():

for block, target in self.goal.items(): if self.state[block] != target:

self.move(block, target)

print("\nFinal Goal State Reached:", self.state)

# Run the Blocks World Solver if name == " main ":

bw = BlocksWorld() bw.plan\_moves()

OUTPUT:

