VACUUM CLEANER AGENT

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# Implement Vacuum Cleaner Agent
def vacuum_world():
  goal state = {'A': '0', 'B': '0'}
  cost = 0
  location input = input("Enter Location of Vacuum (A or B): ")
  status_input = input("Enter status of " + location_input + " (0 for Clean, 1 for
Dirty): ")
  status_input_complement = input("Enter status of other room (0 for Clean, 1 for
Dirty): ")
  print("Initial Location Condition: " + str(goal state))
  if location input == 'A':
    print("Vacuum is placed in Location A")
    if status input == '1':
       print("Location A is Dirty.")
       goal_state['A'] = '0'
       cost += 1
       print("COST for CLEANING A: " + str(cost))
       print("Location A has been Cleaned.")
    else:
       print("Location A is already clean.")
    if status_input_complement == '1':
       print("Location B is Dirty.")
       print("Moving RIGHT to Location B.")
       cost += 1
       print("COST for moving RIGHT: " + str(cost))
       goal state['B'] = '0'
       cost += 1
       print("COST for SUCK: " + str(cost))
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print("Location B has been Cleaned.")
    else:
       print("No action needed; Location B is already clean.")
  else:
    print("Vacuum is placed in Location B")
    if status_input == '1':
       print("Location B is Dirty.")
       goal_state['B'] = '0'
       cost += 1
       print("COST for CLEANING B: " + str(cost))
       print("Location B has been Cleaned.")
    else:
       print("Location B is already clean.")
    if status input complement == '1':
       print("Location A is Dirty.")
       print("Moving LEFT to Location A.")
       cost += 1
       print("COST for moving LEFT: " + str(cost))
       goal_state['A'] = '0'
       cost += 1
       print("COST for SUCK: " + str(cost))
       print("Location A has been Cleaned.")
    else:
       print("No action needed; Location A is already clean.")
  print("\nGOAL STATE: ")
  print(goal_state)
  print("Performance Measurement: " + str(cost))
  print("Tanush Prajwal S")
  print("1BM22CS304")
vacuum world()
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Output

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Enter Location of Vacuum (A or B): A
Enter status of A (0 for Clean, 1 for Dirty): 1
Enter status of other room (0 for Clean, 1 for Dirty): 1
Initial Location Condition: {'A': '0', 'B': '0'}
Vacuum is placed in Location A
Location A is Dirty.
COST for CLEANING A: 1
Location A has been Cleaned.
Location B is Dirty.
Moving RIGHT to Location B.
COST for moving RIGHT: 2
COST for SUCK: 3
Location B has been Cleaned.
GOAL STATE:
{'A': '0', 'B': '0'}
Performance Measurement: 3
Tanush Prajwal S
1BM22CS304
=== Code Execution Successful ===
```