8 Puzzle

My 8 Puzzle program has achieve the level 4 from this levels:

1. BSF without solution path finding.
2. BFS with path finding.
3. Several strategies (BFS, DFS) on the same algorithm with 1.
4. Several strategies (BFS, DFS) on the same algorithm with 2.
5. A\* implementation.

My program has some new characteristics:

* Thanks to the object oriented programming, I have made an 8 puzzle that is totally modular with different classes: Execution Environment, Node, Puzzle, Piece, etc.
* The modularity makes the program fast and easy to fix an error.
* It’s easier to understand, thanks to the logically structured program.
* Easy to add some other algorithms to the problem (For example, A\*)
* Programmed using Threads, makes the program efficient and less power consuming.