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+	Drogram 18
	8- puzzie program using A* aigorithm
	using treatistic function.
	H- hearistic value
	Estimated value from current state to goal
1	State.
	T(n) = h(n) + g(n) $T = 8 - puzzzlc$
	h(n) - Number of misplaced tiles by composing
	the current state & good state
	gin) - [Criven cost] remain as nomber of
	nodes traversed from a start node to get to
	the current node.
	Time complexity: exponential o(b'd)
	b-branching factor
	d-depth
	1h(n) -h(n) z = 0(10g (h(n))
	h(n) - estimated h'(n) - optimum pats
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Imprenentation of algorithms
1. To calculate manhattan Distance
det h (state, twiget)
2. At search algorithm
det astan (src. tanget)
3. To find all posible moves of empty tile
def possible_moves (state, visited_states):
4. To more up, down, left and right
def gen (State, direction, b):
5. To print the required state.
def print-grid (src):
Buet Revet