

VACCUM CLEANER AGENT

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INPUT:

```
import random
```

```
class VacuumCleanerEnvironment:
```

```
    def __init__(self):
```

```
        self.grid = [random.choice([0, 1]), random.choice([0, 1])]
```

```
        self.agent_position = 0
```

```
    def is_dirty(self):
```

```
        return self.grid[self.agent_position] == 1
```

```
    def clean(self):
```

```
        if self.is_dirty():
```

```
            print(f"Cleaning location {'A' if self.agent_position == 0 else 'B'}")
```

```
            self.grid[self.agent_position] = 0
```

```
    def display(self):
```

```
        print(f"Current grid: A: {'Dirty' if self.grid[0] == 1 else 'Clean'}, B: {'Dirty' if self.grid[1] == 1 else 'Clean'}")
```

```
    def move(self):
```

```
        self.agent_position = 1 - self.agent_position
```

```
        print(f"Agent moved to location {'A' if self.agent_position == 0 else 'B'}")
```

```
    def is_done(self):
```

```
        return all(cell == 0 for cell in self.grid)
```

```
class VacuumCleanerAgent:
```

```
    def __init__(self, environment):
```

```

self.environment = environment

def run(self):
    while not self.environment.is_done():
        print(f"Agent is at location {'A' if self.environment.agent_position == 0 else 'B'}")
        self.environment.display()

        if self.environment.is_dirty():
            self.environment.clean()

        if not self.environment.is_done():
            self.environment.move()

env = VacuumCleanerEnvironment()
agent = VacuumCleanerAgent(env)
print("Venkatesh Vinay Chandle, 1BM22CS325")
print("Starting Vacuum Cleaner Agent Simulation...")
agent.run()
print("\nFinal State of the Grid:")
env.display()

```

OUTPUT:

```

Venkatesh Vinay Chandle, 1BM22CS325
Starting Vacuum Cleaner Agent Simulation...
Agent is at location A
Current grid: A: Clean, B: Dirty
Agent moved to location B
Agent is at location B
Current grid: A: Clean, B: Dirty
Cleaning location B

Final State of the Grid:
Current grid: A: Clean, B: Clean

```

Lab-02

2. Implement Vacuum Cleaner Agent

Pseudocode

```
Function vacuum.world() {
    initialize goal_state = {'A': '0', 'B': '0'}
    initialize cost = 0
    Input location
    Input status for location
    Input status for other location
    Print Initial condition for Location, goal state
```

```
    If location input = 'A' and status_input = '1' then {
        print location A is dirty
        goal_state['A'] = '0'
        cost += 1
        print cost for cleaning 'A' - cost
```

```
    If status for other location = '1' then {
        print location B is Dirty
        cost += 1
        print cost for moving right in cost }
```

```
    print "Vacuum is placed in Location B"
    If status_input = 1 then Location B is dirty
```

```
    Else {
        print Location A is already clean
        If status of other location = 1 then {
            print Location B is dirty
            cost += 1
            print cost for moving right: cost
            cost += 1
            print total cost of cleaning, cost
```

} }

```
Else {
    print vacuum is at Location B
    If status = '1' then print 'Location B is Dirty'
    cost += 1
    cost for cleaning, cost
    If status of other location = 1, then {
        print Location A is dirty
        cost += 1
        print cost for moving left, cost
        goal_state['A'] = '0'
        cost += 1
        print cost for cleaning, cost }
```

```
    Else {
        print location B is already clean
        If status other location = '1' then {
            print location A is dirty
            cost += 1
            print cost for moving left, cost
            goal_state['A'] = '0'
            cost += 1
            print cost for cleaning, cost
```

```
    }
    print performance Measure and cost.
```

}

Output

Locations: A-0 B-1

Enter Location of Vacuum: 1 (at B)

Enter status of Room (0 for clean, 1 for dirty): 1

Enter status of other room (0 for clean, 1 for dirty): 0

Initial Location Condition

Vacuum is placed in B

Location B is Dirty

Cost for cleaning: 1