```
def vacuum_world():
    # Initializing goal_state
    # 0 indicates Clean and 1 indicates Dirty
    goal_state = {'A': '0', 'B': '0'}
    cost = 0

    location_input = input("Enter Location of Vacuum (A or B): ").strip().upper()
    status_input = input(f"Enter status of {location_input} (0 for Clean, 1 for Dirty): ").strip()
    other_location = 'B' if location_input == 'A' else 'A'
    status_input_complement = input(f"Enter status of {other_location} (0 for Clean, 1 for Dirty):
").strip()

    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'  # Clean A
            cost += 1  # Cost for sucking
            print("Cost for CLEANING A: " + str(cost))
            print("Location A has been Cleaned.")

        if status_input_complement == '1':
            print("Location B is Dirty.")
            print("Moving right to Location B.")
            cost += 1  # Cost for moving right
            print("COST for moving RIGHT: " + str(cost))
            goal_state['B'] = '0'  # Clean B
```

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            cost += 1  # Cost for sucking
            print("COST for SUCK: " + str(cost))
            print("Location B has been Cleaned.")
        else:
            print("Location B is already clean.")

    elif location_input == 'B':
        print("Vacuum is placed in Location B")
        if status_input == '1':
            print("Location B is Dirty.")
            goal_state['B'] = '0'  # Clean B
            cost += 1  # Cost for sucking
            print("COST for CLEANING B: " + str(cost))
            print("Location B has been Cleaned.")

        if status_input_complement == '1':
            print("Location A is Dirty.")
            print("Moving left to Location A.")
            cost += 1  # Cost for moving left
            print("COST for moving LEFT: " + str(cost))
            goal_state['A'] = '0'  # Clean A
            cost += 1  # Cost for sucking
            print("COST for SUCK: " + str(cost))
            print("Location A has been Cleaned.")
        else:
            print("Location A is already clean.")
    print("GOAL STATE: ")
    print(goal_state)
    print("Performance Measurement: " + str(cost))
vacuum_world()
```

```
Enter Location of Vacuum (A or B): a
Enter status of A (0 for Clean, 1 for Dirty): 1
Enter status of B (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

=== Code Execution Successful ===
```