PEAS:

Performance Measure (P): The performance measure is to solve the puzzle in minimum possible moves or time taken to solve the puzzle.

Environment (E): The environment is the sliding puzzle board consisting of a grid of numbered tiles arranged in a random order.

Actuators (A): The actuators in this game are the buttons on the GUI, which the player can click to make a move.

Sensors (S): The sensors in this game are the buttons on the GUI, which update their text labels after each move to reflect the current state of the puzzle.

ODESA :

O - Observability: The agent can observe the current state of the puzzle board through the GUI.

D - Deterministic: The environment is deterministic since each move of the agent results in a definite change in the state of the puzzle.

E - Episode: The problem is episodic since it has a clear goal state, which is to arrange the numbers in ascending order. The agent can make a sequence of moves to reach the goal state, and the episode ends when the goal state is reached.

S - Static: The environment is static since the puzzle board does not change unless the agent makes a move.

A - Agent: The agent is the player who is playing the puzzle game. The agent interacts with the environment by making moves, and its goal is to reach the goal state.