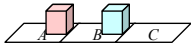


(a) Initial state:

(at redCube A)
(at blueCube B)
(empty C)

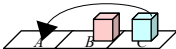
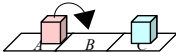
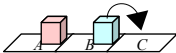


(b) Objects – types:

redCube – cube
blueCube – cube
A, B, C – position

(c) Actions:

(move blueCube B C)
(move redCube A B)
(move blueCube C A)



(d) Goal state:

(at redCube B)
(at blueCube A)
(empty C)

