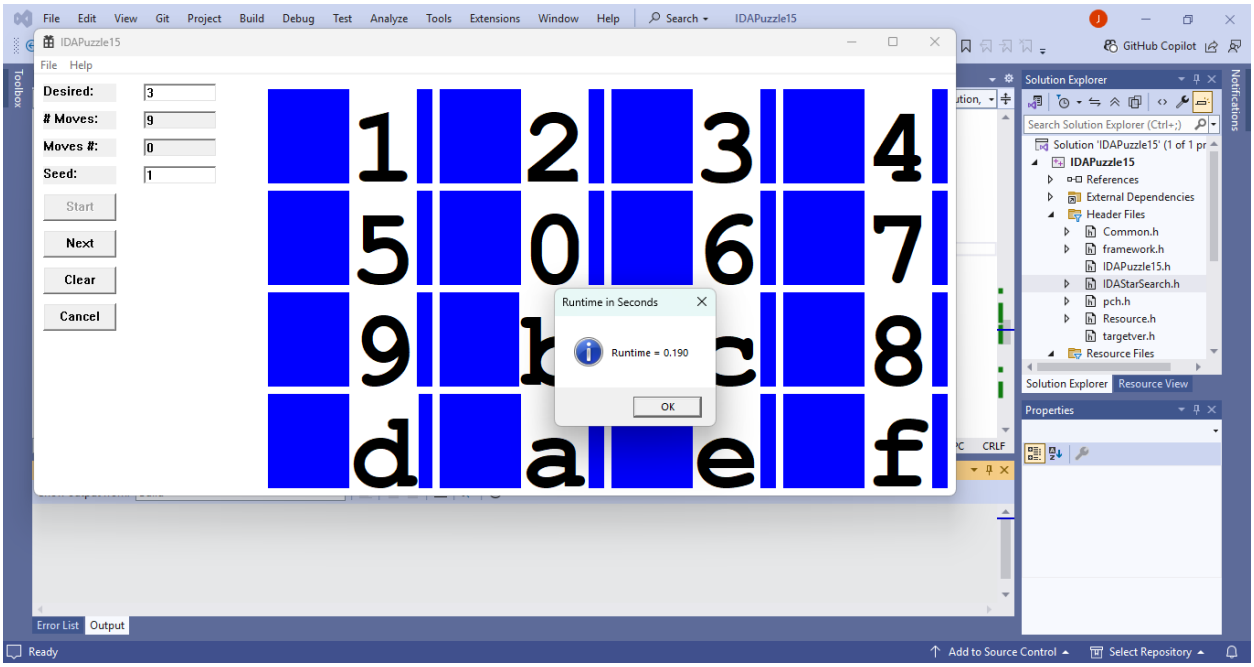
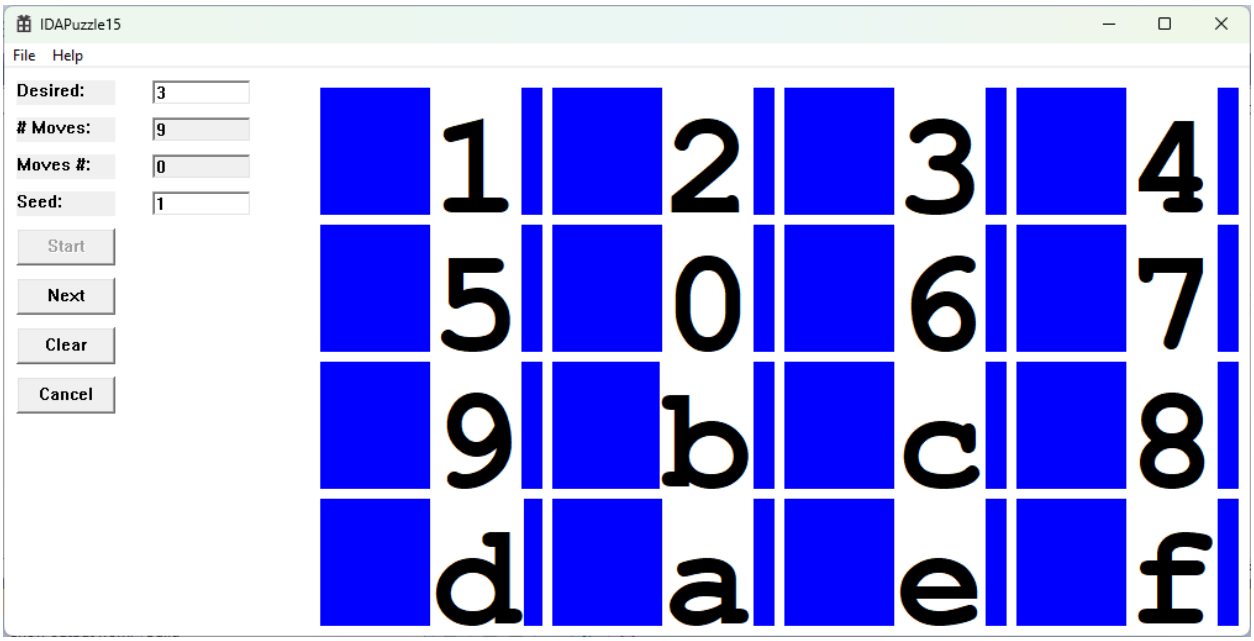
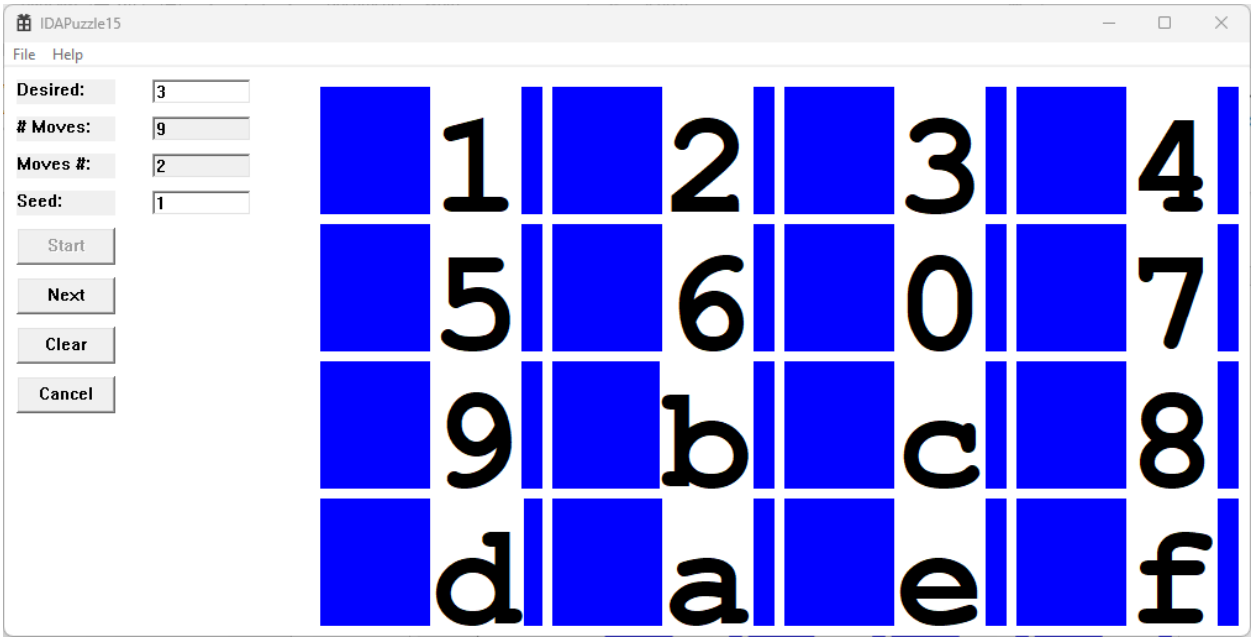
Blog Entry © Sunday, January 4, 2026, by James Pate Williams, Jr. Iterative Deepening A* Search to Solve the Fifteen Tile Puzzle (Win32 C/C++ Release x64 Configuration)

Reference: ***Artificial Intelligence a Modern Approach First and Second Editions*** by Stuart Russell and Peter Norvig

```
Rebuild started at 2:31 AM...
1>------ Rebuild All started: Project: IDAPuzzle15,
Configuration: Release x64 ------
1>pch.cpp
1>Common.cpp
1>IDAPuzzle15.cpp
1>IDAStarSearch.cpp
1>Generating code
1>Previous IPDB not found, fall back to full compilation.
1>All 380 functions were compiled because no usable IPDB/IOBJ
from previous compilation was found.
1>Finished generating code
1>IDAPuzzle15.vcxproj ->
D:\IDAPuzzle15\x64\Release\IDAPuzzle15.exe
========== Rebuild All: 1 succeeded, 0 failed, 0 skipped
==========
========== Rebuild completed at 2:31 AM and took 07.234 seconds
==========
```




IDAPuzzle15
File Help
Desired: 3
Moves: 9
Moves #: 0
Seed: 1
Start
Next
Clear
Cancel
1 2 3 4
5 0 6 7
9 b c 8
d a e f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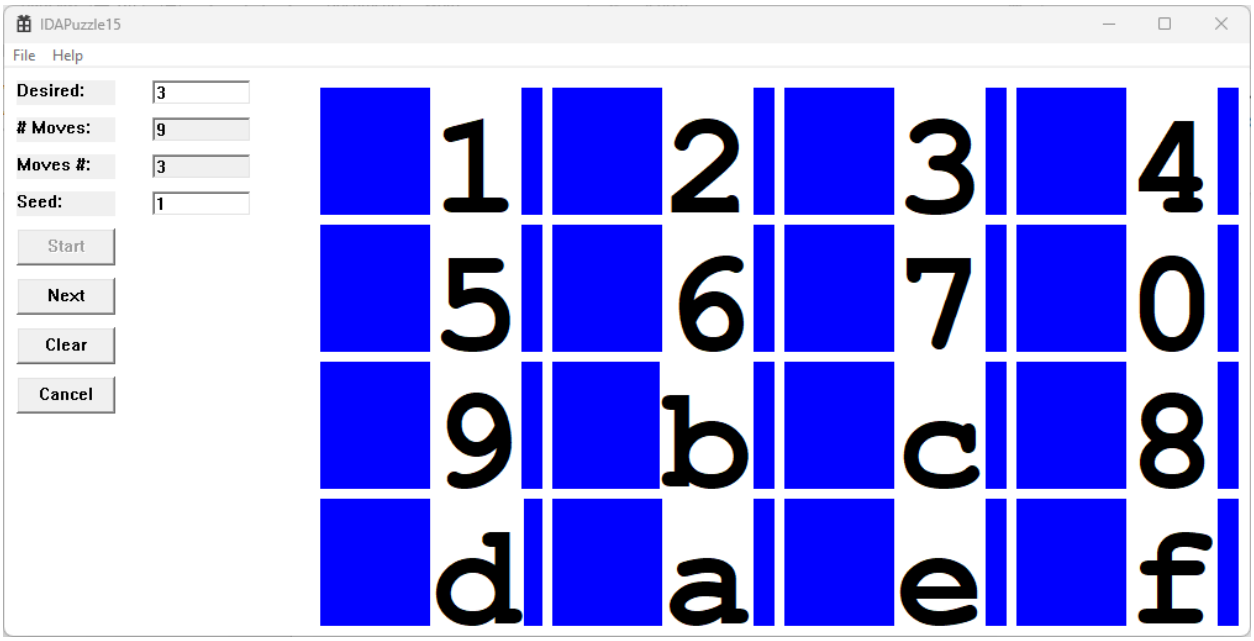
d a e f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File Help
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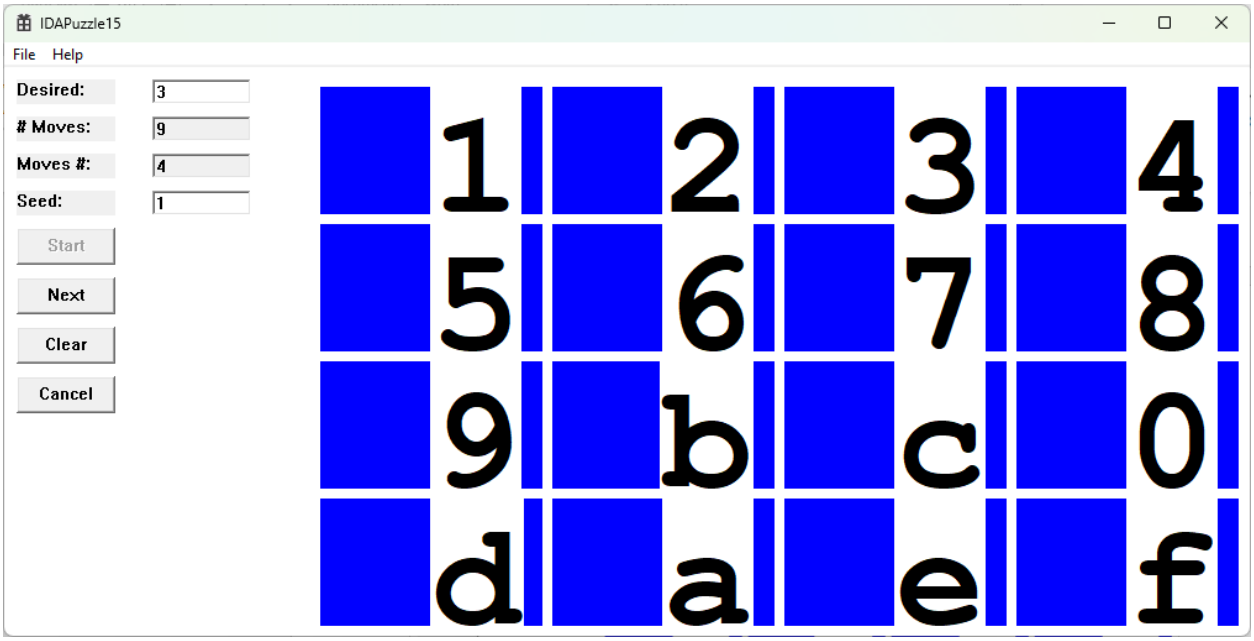
d a e f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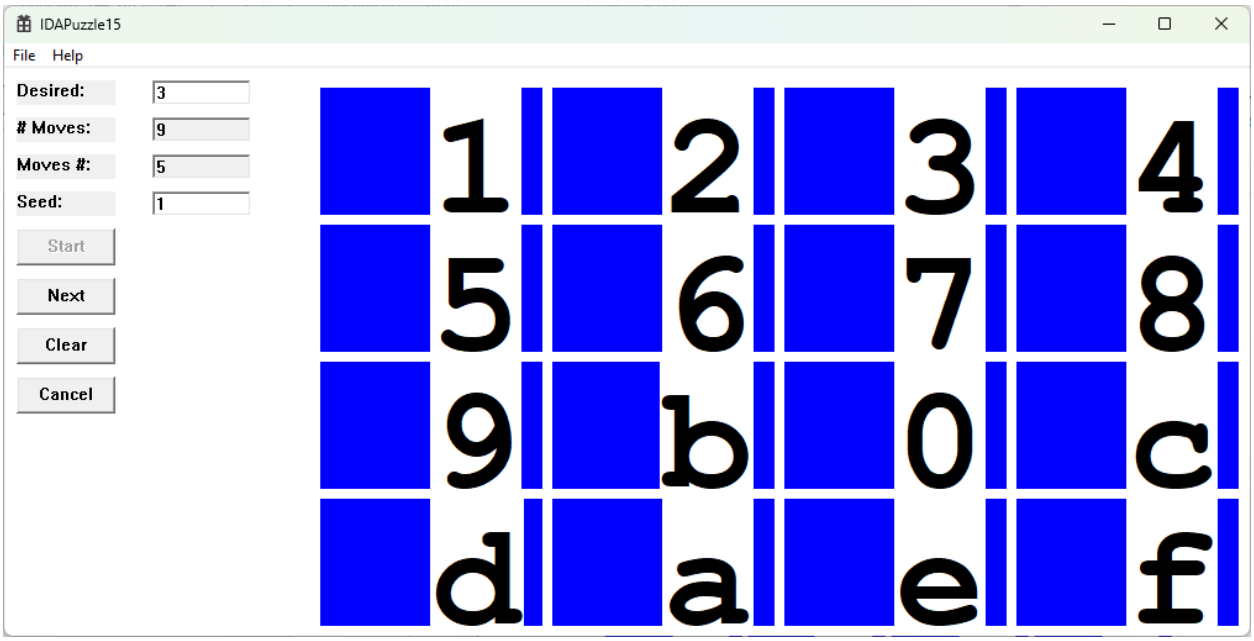
d a e f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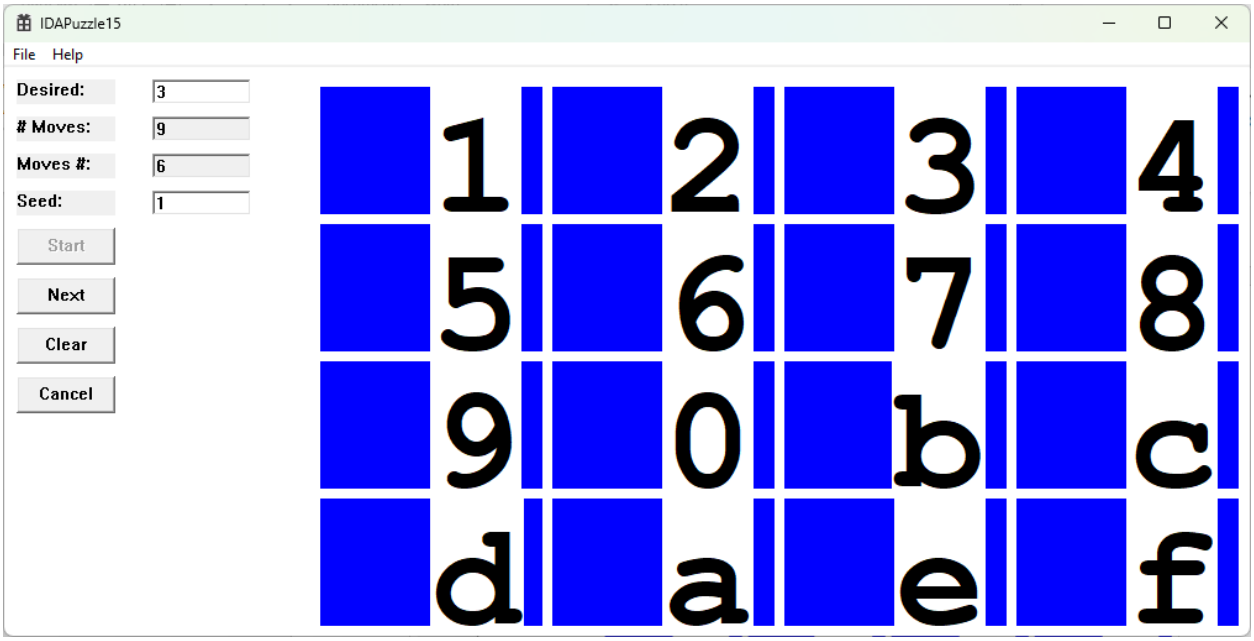
d a e f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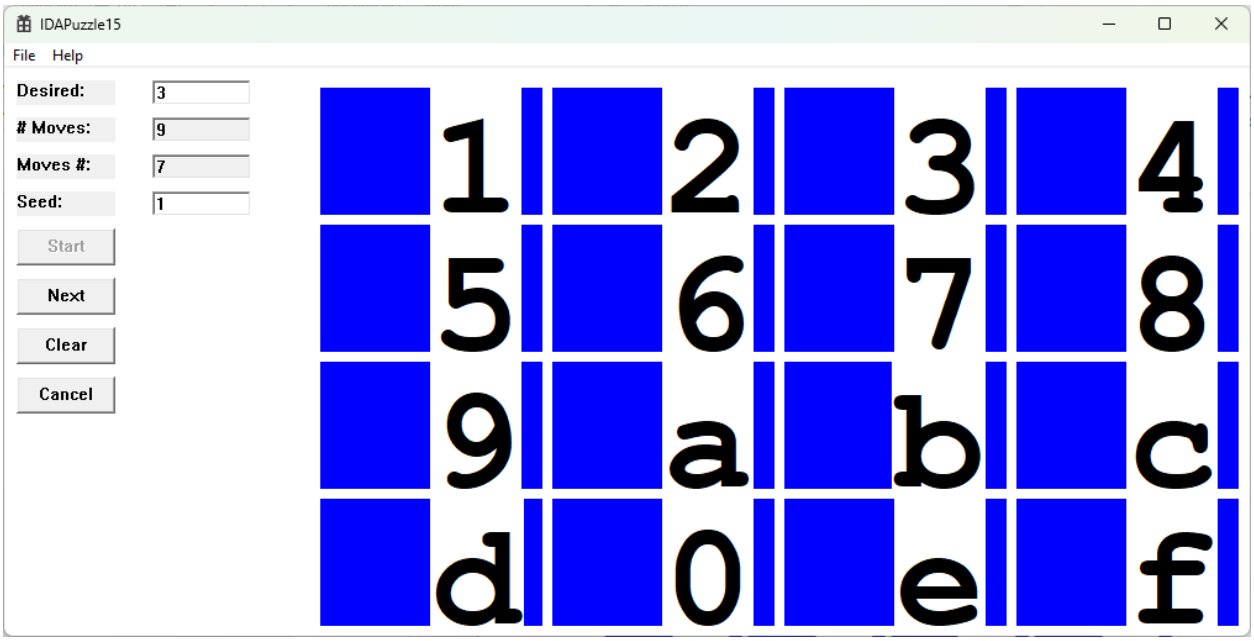
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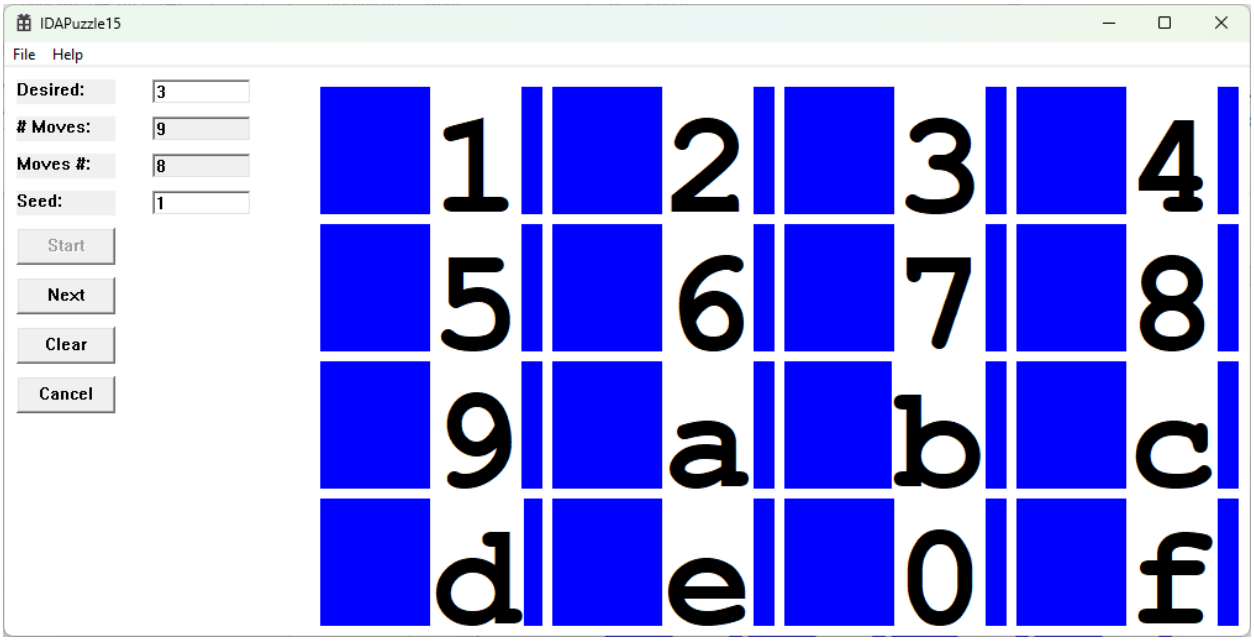
d 0 e f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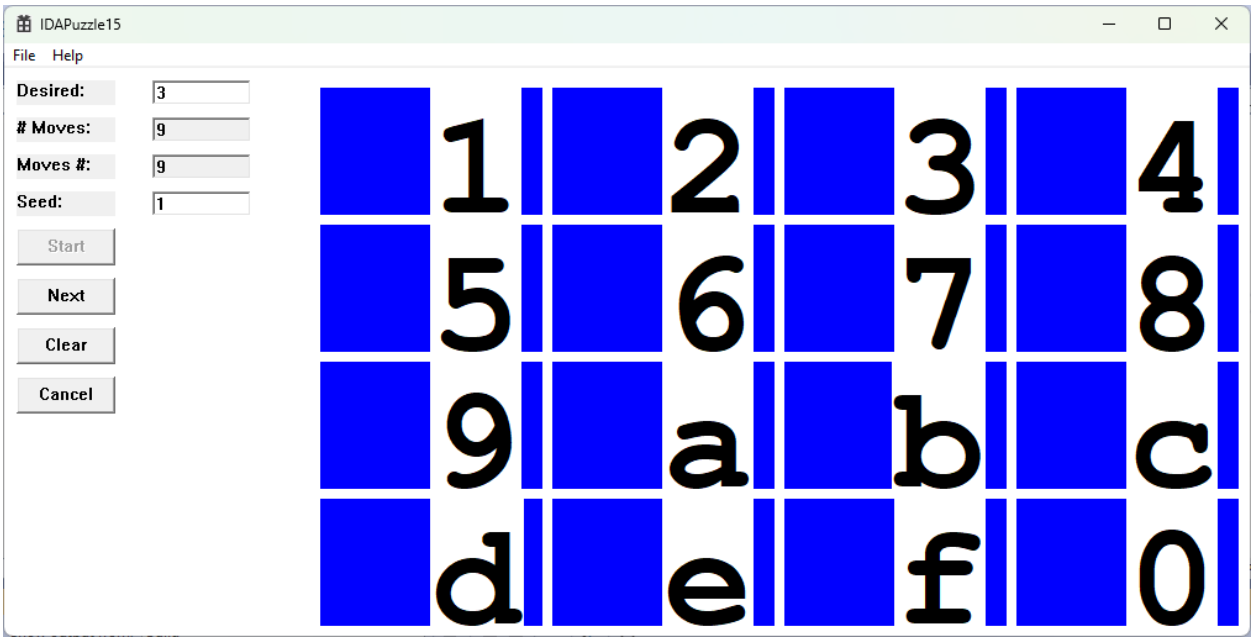
d e 0 f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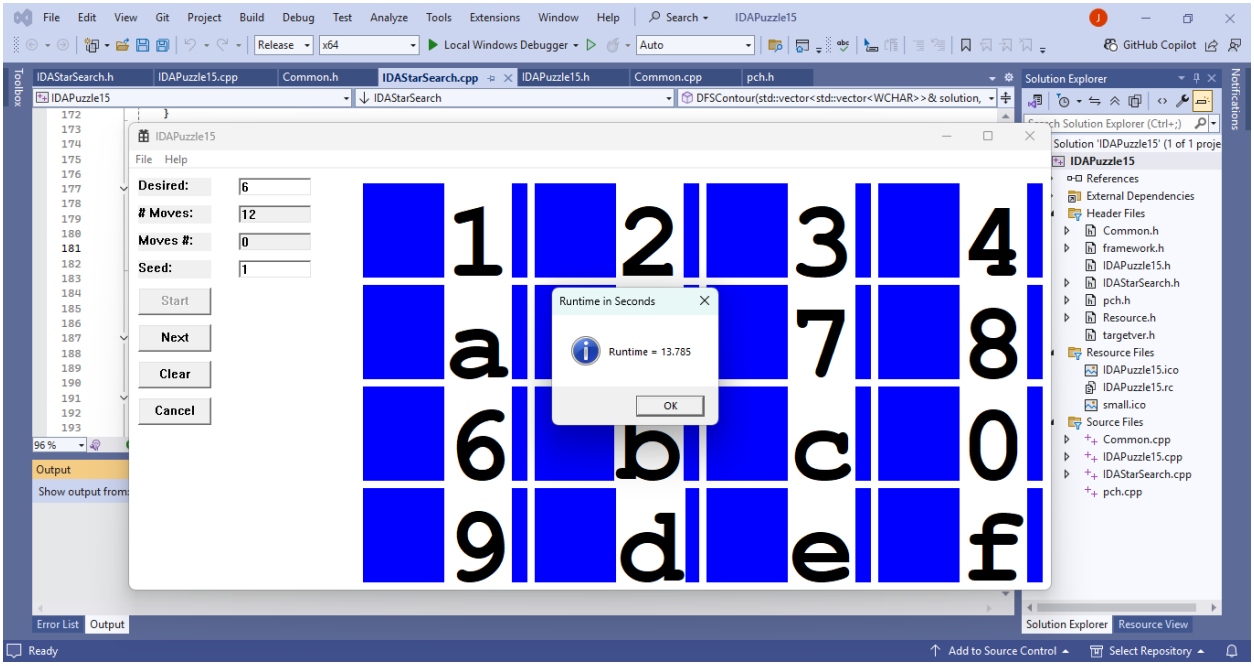
d e f 0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Moves #: 0
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Runtime in Seconds
Runtime = 13.785
OK
1 2 3 4
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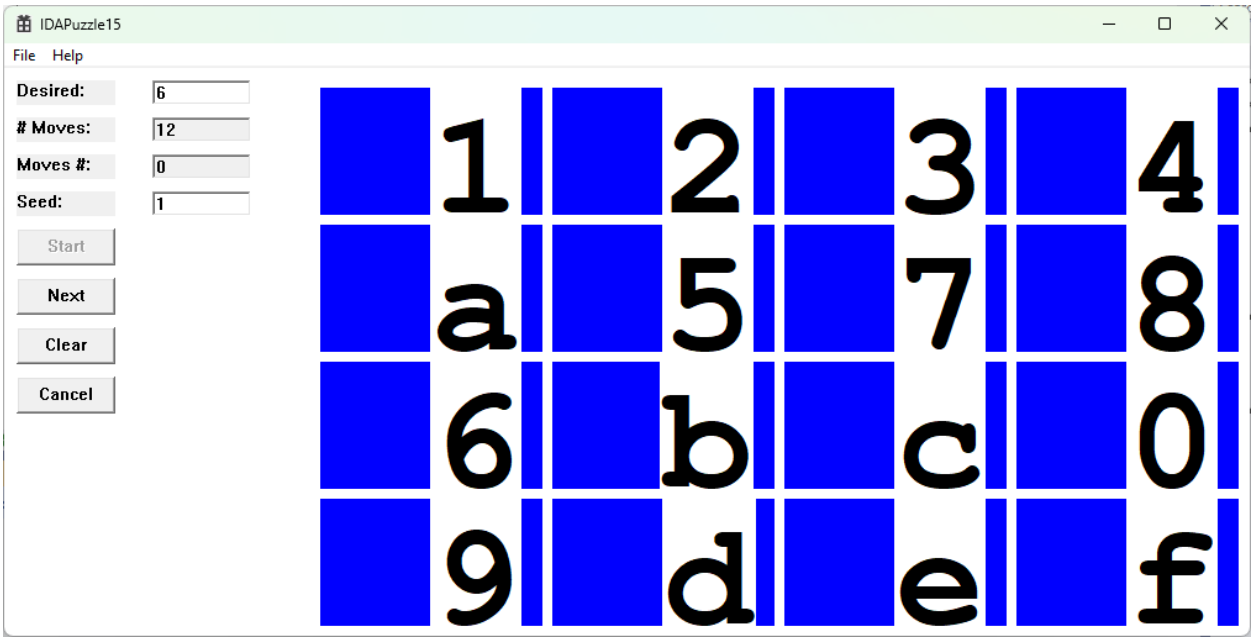
6 b c 0
9 d e f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File Help
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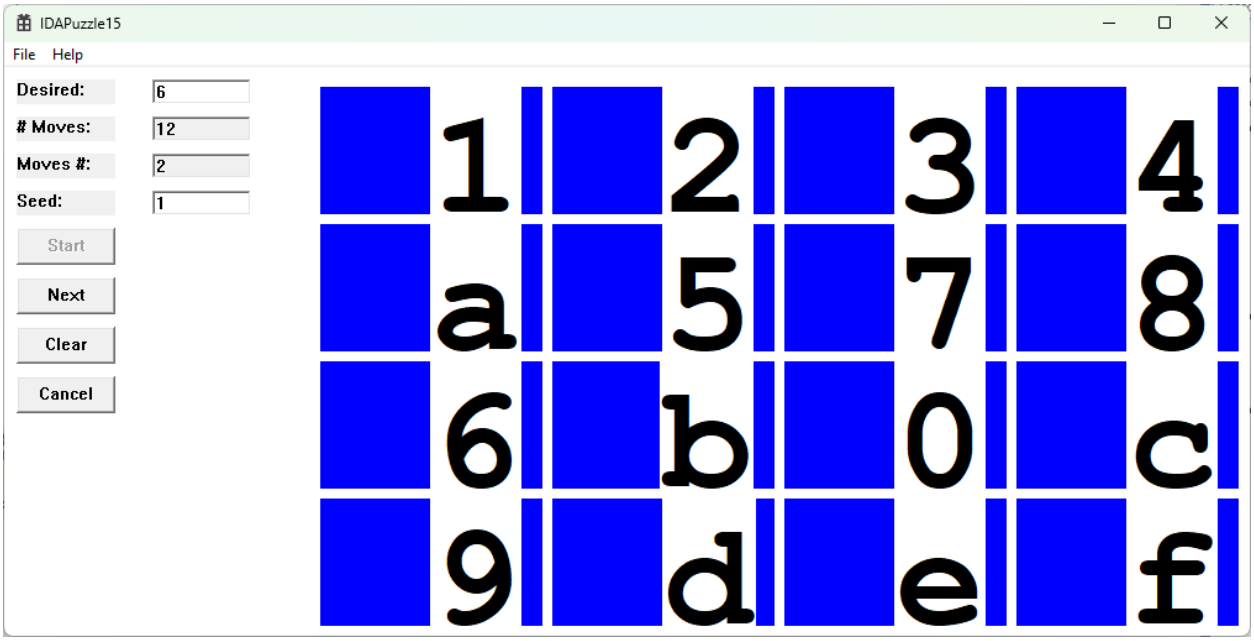
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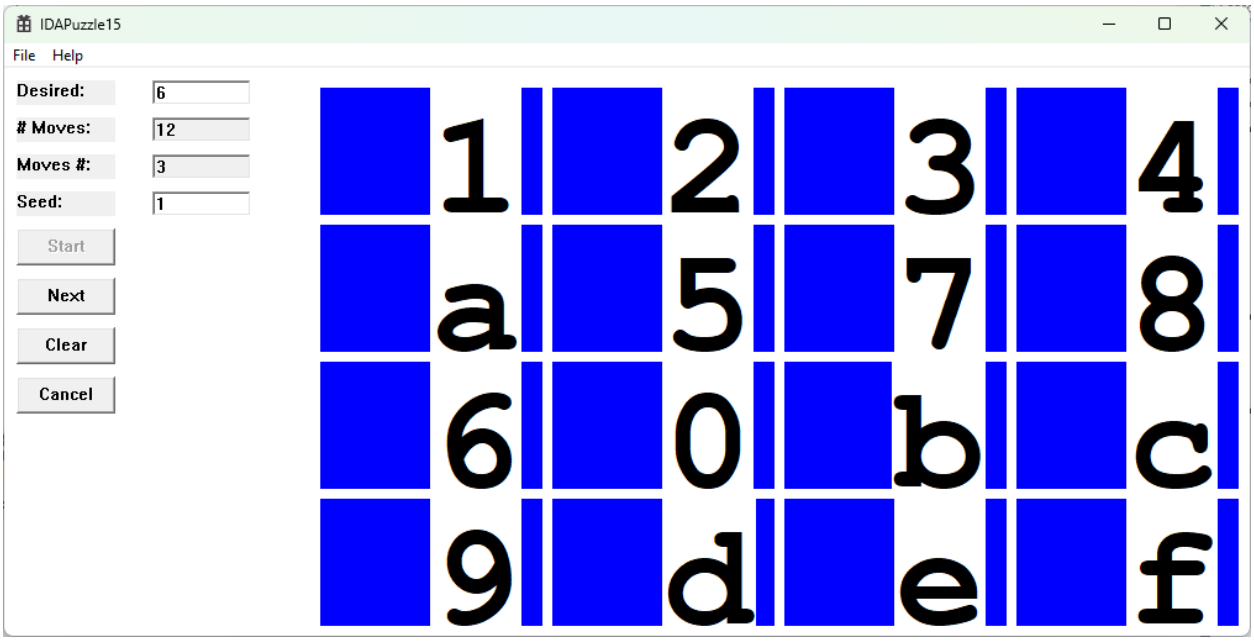
9 d e f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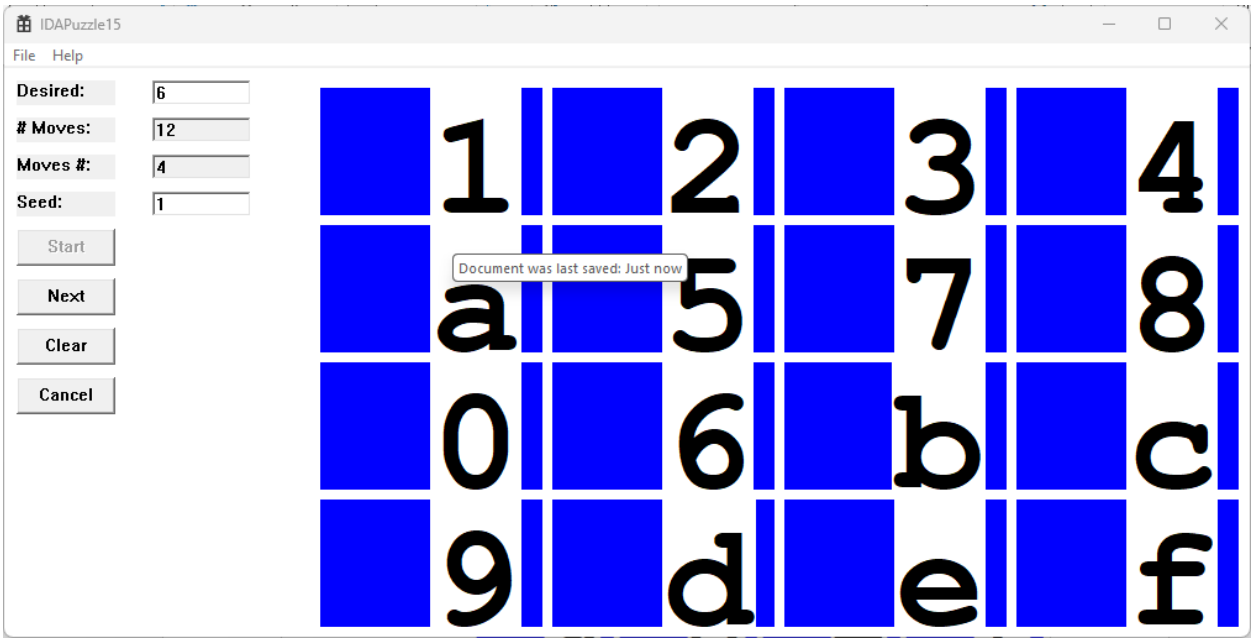
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File Help
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Document was last saved: Just now
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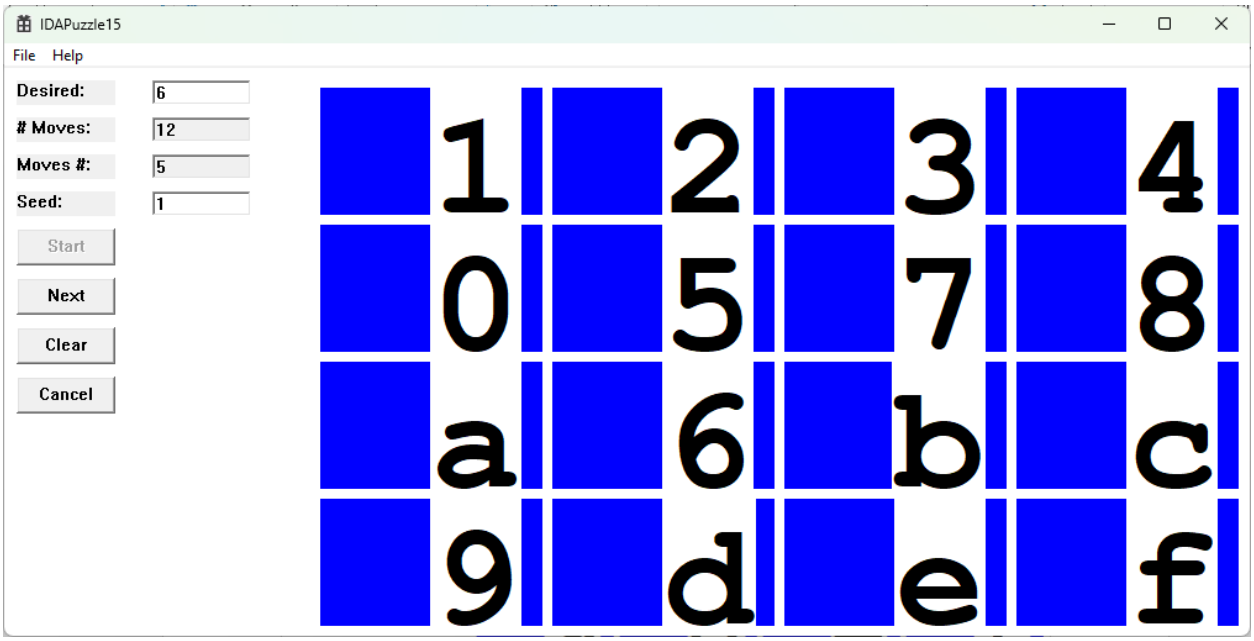
0 6 b c
9 d e f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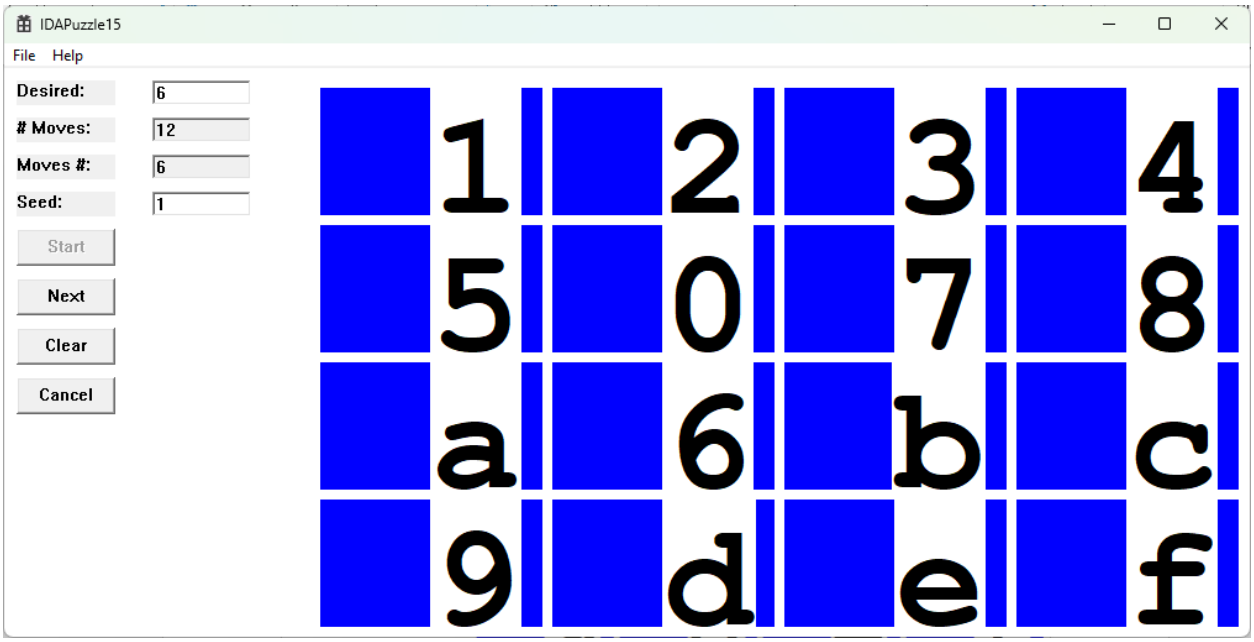
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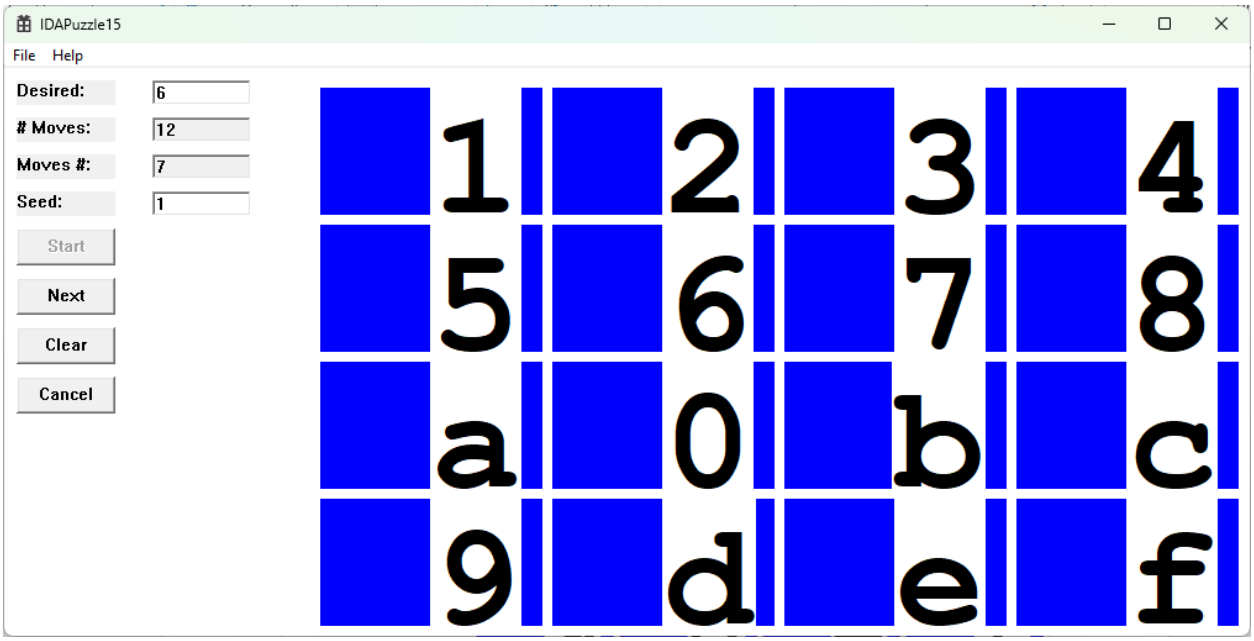
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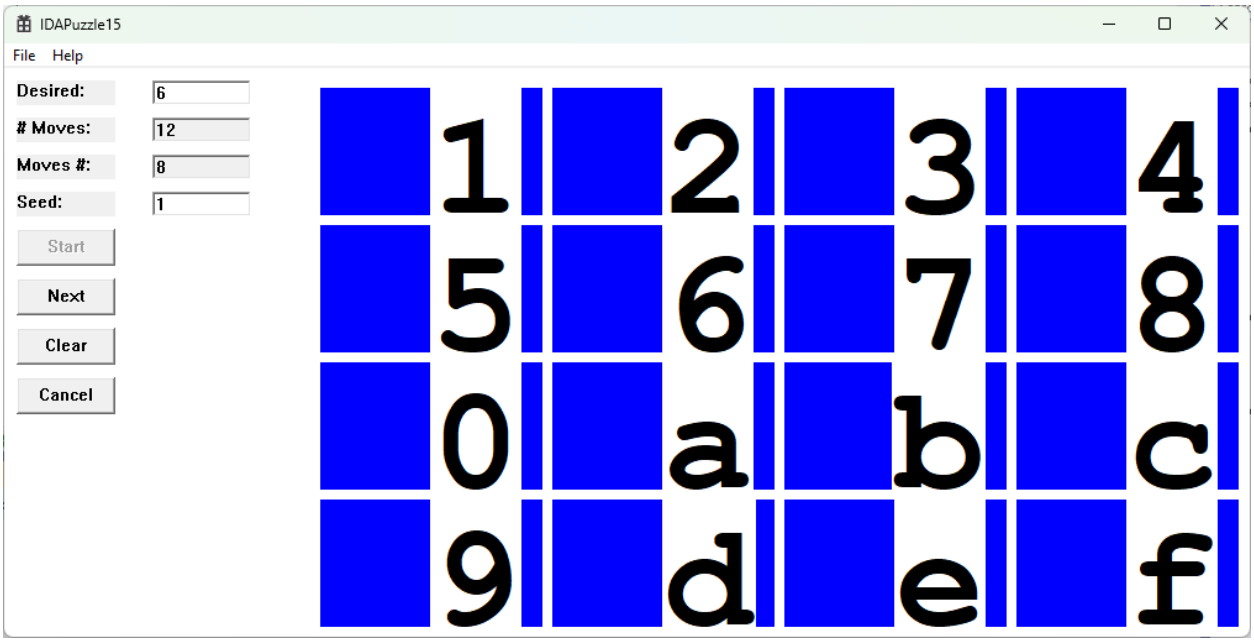
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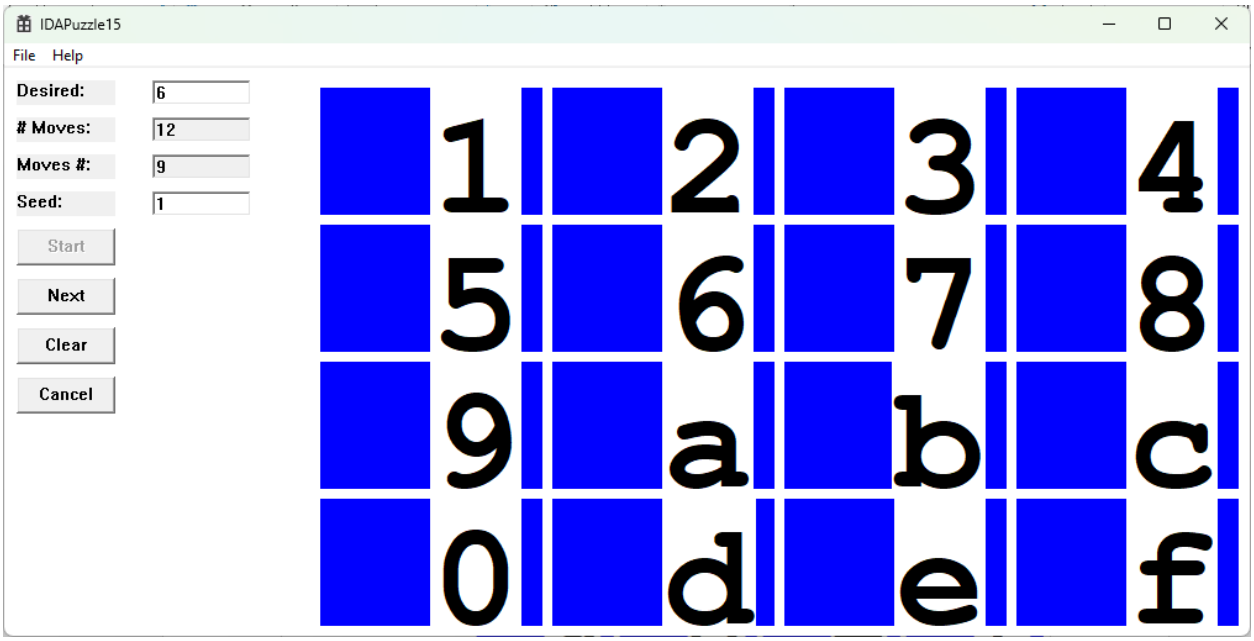
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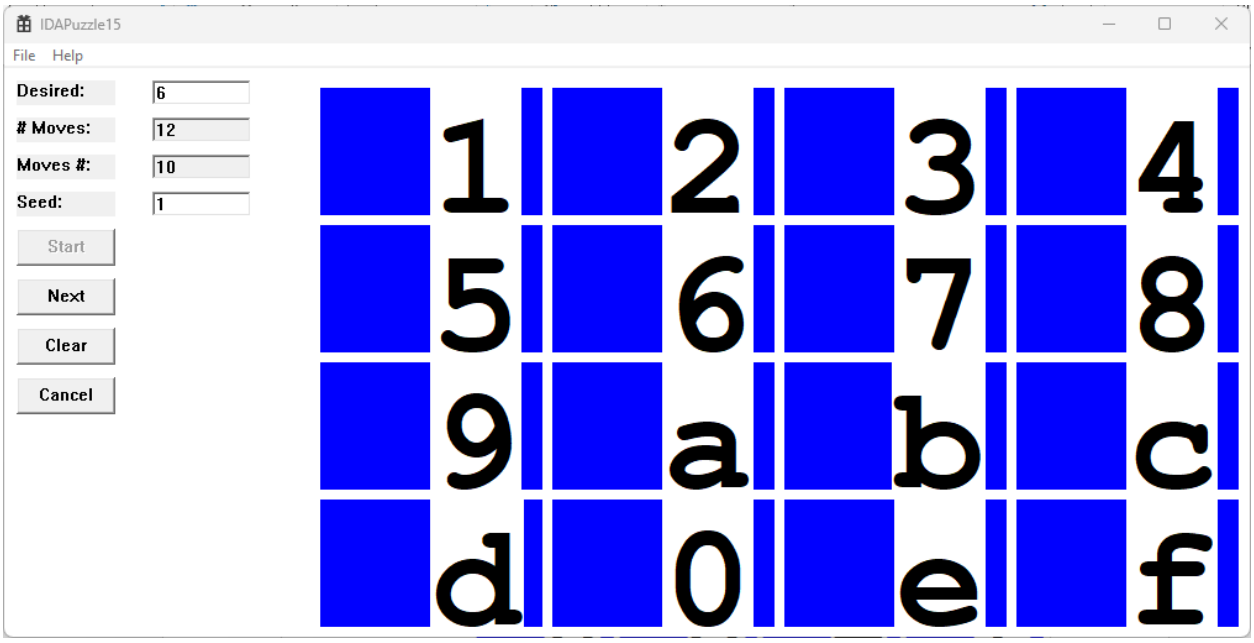
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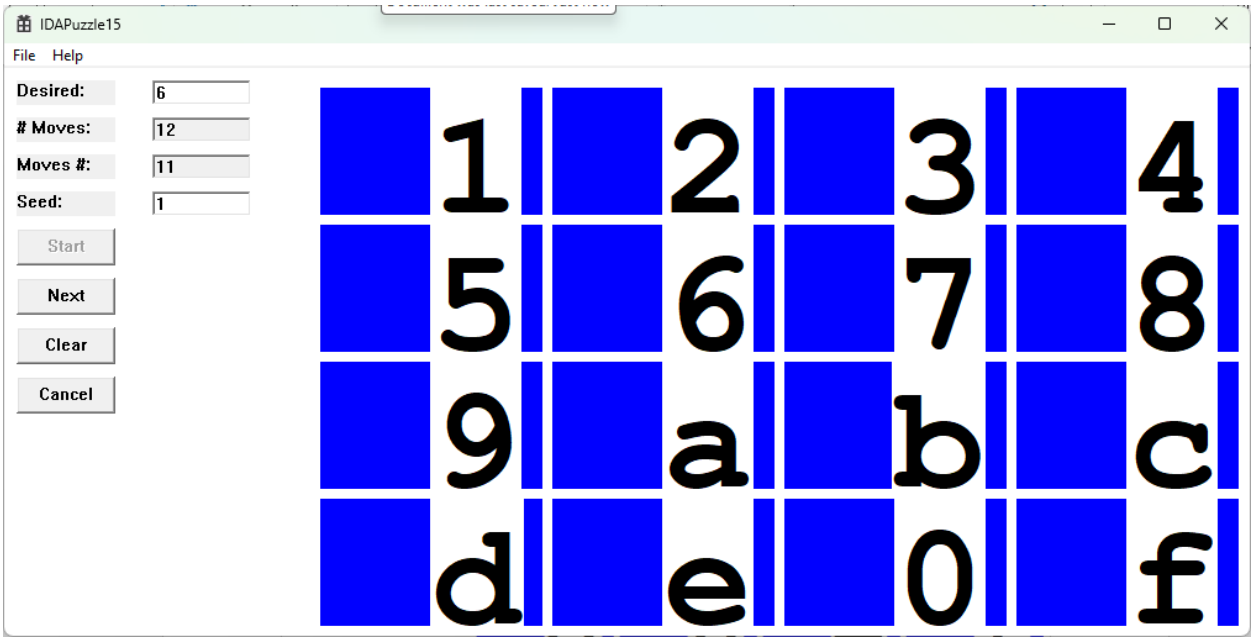
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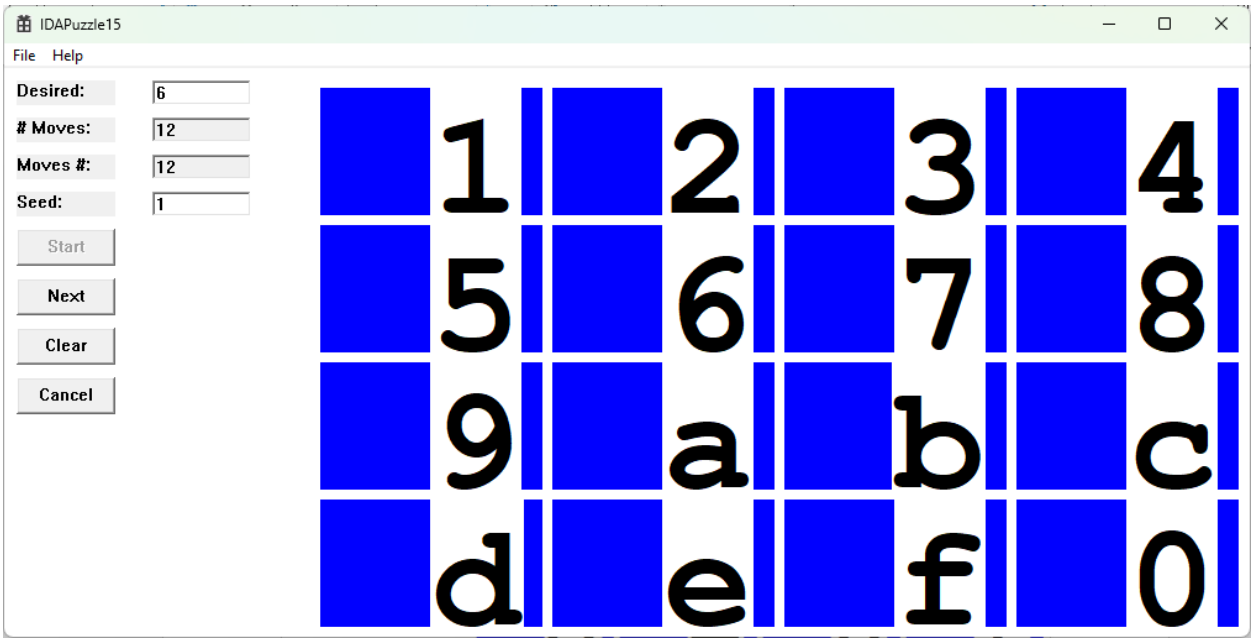
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d e f 0