

In the present work I study the attributes of permutation puzzles and try to find the algorithms usable for solving these puzzles. The task of this project is to implement the algorithm for non-optimal solution of permutation puzzles by decomposition to sub problems and invent a suitable form of puzzle definition. The result of this project is a program with graphic interface, which allows the user to create custom permutation puzzle. With this puzzle, the user will be able to do the predefined moves, make custom positions and search the result of the position.