Node

+ open
+ localGoal
+ GlobalGoal
+ indice

+ Node()
+ ~Node()
+ setisVisited()
+ getisVisited()
+ setisObstacle()
+ getisObstacle()
+ setParent()
+ getParent()
+ setVecNeighbours()
+ getVecNeighbours()
+ setNodepos()
+ getNodepos()