

1) Dijkstra

Node

Distance

E
D
C
B
A
M
O
P
L

0
1
3
3
3
3
8
10
9
14
14
14
15

2) A*

Node

X-position

E
D
C
B
A
H
G
K
M
O
F
L
P

50
40
30
20
60
70
90
60
60
110
130
140
120
100

Node
E
D
C
K
H

g
0
1
4
3
3

h
20
30
40
10
0

20
31
44
13
(3)

3) Comparison

A* used heuristic to prioritize reaching faster than Dijkstra which has had explored all the shortest path without any help.