

Algorithm	Uses $g(n)$	Uses $h(n)$	Optimal	Notes
BFS	No	No	Yes	Finds shortest path in steps, not cost
Dijkstra	Yes	No	Yes	Finds lowest-cost path, no heuristic
Greedy Best-First	No	Yes	No	Fast but not always accurate
A*	Yes	Yes	Yes	Balanced and optimal (with admissible h)