Fatima bint Naseer

BSAI\_3A\_050

A\* Algorithm:

This code finds the shortest path in a grid using the A (A-star) algorithm\*, avoiding obstacles marked as 1s. It uses a priority queue (heapq) to check the best possible routes first, based on distance and estimated steps left (Manhattan distance). If a path exists, it returns the shortest one; otherwise, it returns None.



