Heuristics Day 0 Preclass

Expected time to complete: less than 20 minutes

The goal of this pre-class is to (1) introduce/refresh understanding of commonly used path finding algorithms (Dijakstra's Algorithm and A*)

We provide some useful resources below, but if you are comfortable with these algorithms, feel free to just complete the activity.

- Dijkstra video walkthrough
- A* walkthrough

This pre-class is graded for completion, not correctness.

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1. Write short definitions for the following common Heuristics used in A*
    a. Euclidean Distance
    b. Manhattan Distance
2. For the following graph, use both (a) Dijkstra's algorithm AND (b) A* to find the shortest path from node a to node z. You should write down the steps you are going through.

    Note: The heuristic value (used in A*) for each node is provided in orange below each node. This is the euclidean distance between that node and node z.