



Export
Runs

Slow

Normal

Fast

Pathfinding Algorithm Visualizer

A* Pathfinding Algorithm ▼

START

STOP

CLEAR

- 💡 Click anywhere on the grid to draw a wall
- 💡 Drag the start and end nodes to move them
- 🟩 Unvisited Node 🟦 Visited Node 🟤 Wall
- 🟨 Seen Node 🟪 Shortest Path 🟥 End Node

Previous Runs

ALGORITHM:
A*
DATE/TIME:
5-13-2021 12:05
LENGTH:
47 Nodes
RUN TIME:
4.6032 ms
OPERATIONS:
162

ALGORITHM:
Dijkstras
DATE/TIME:
5-13-2021 12:01
LENGTH:
27 Nodes
RUN TIME:
2.6032 ms
OPERATIONS:
87

