Part B

Consider the following maze as sample data. The red squares are impassable. You can conceptualise each grid square as a node, with edges existing between two nodes if you can cross from one square to another. For instance, you can move from the square (1, 1) to square (2, 1) but not from square (3, 1) to square (3, 2). Consider the problem from finding a path from the square labelled A to the square labelled Z. You may use the Euclidean or Taxi-Cab distances from the between squares as your heuristic function.