#### LPAstart Lite.cpp

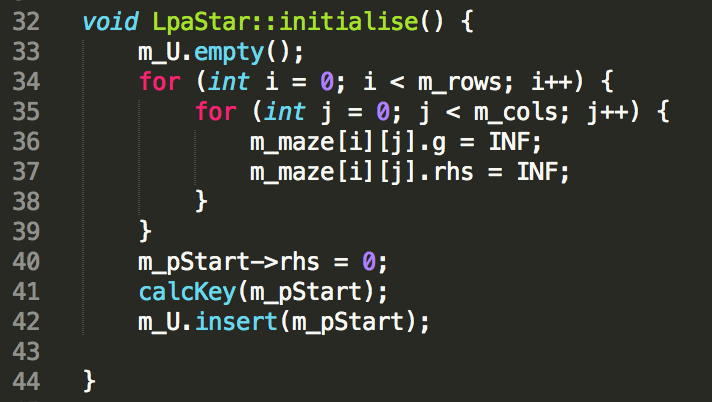
Step1 Create grildword maze vector:

Step2 set start and set goal:

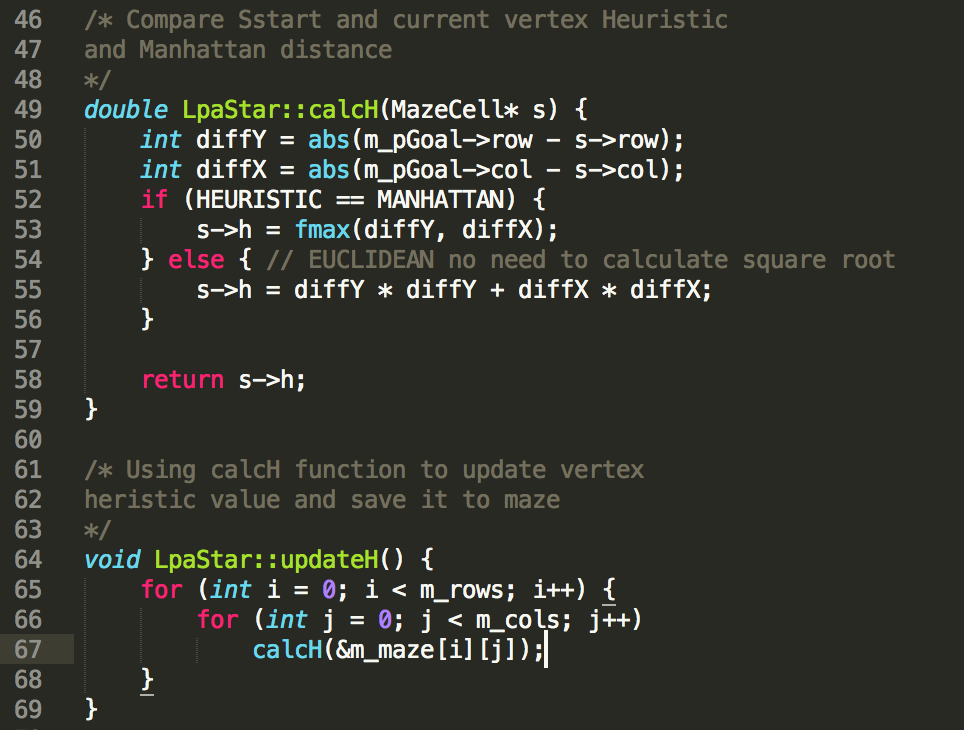
Step3 create initialize function:

m\_U.empty(); // Empty priority queue

m\_pStart->rhs = 0; // rhs(Sstart)=0;



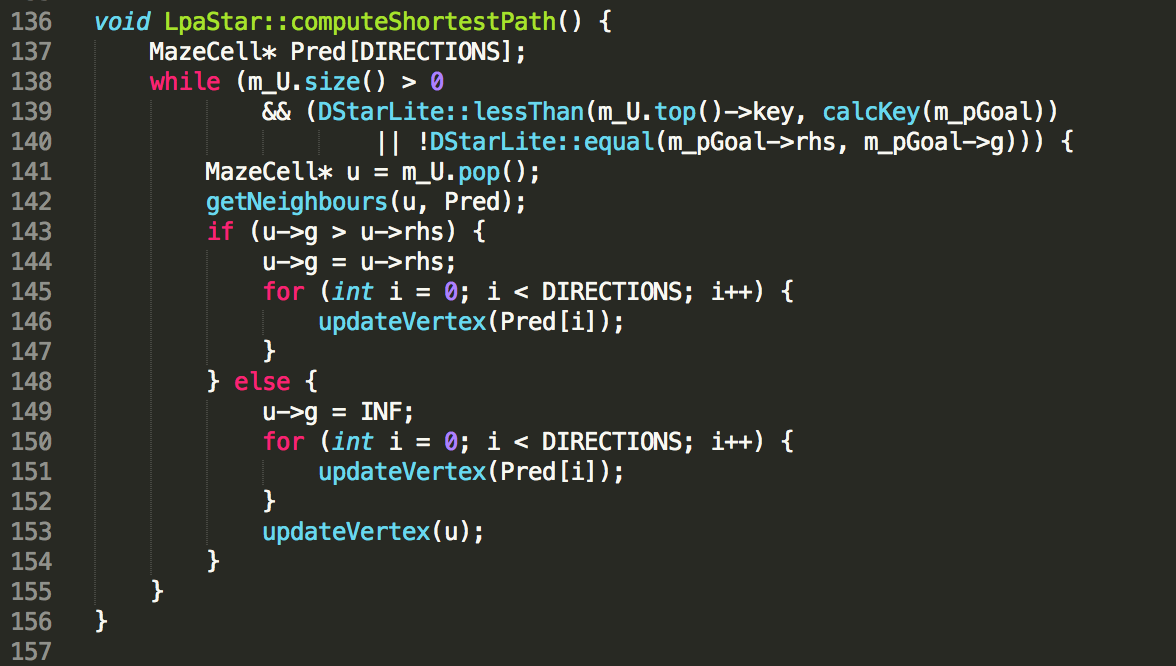
Step4 calculate heuristic value and update heuristic value:



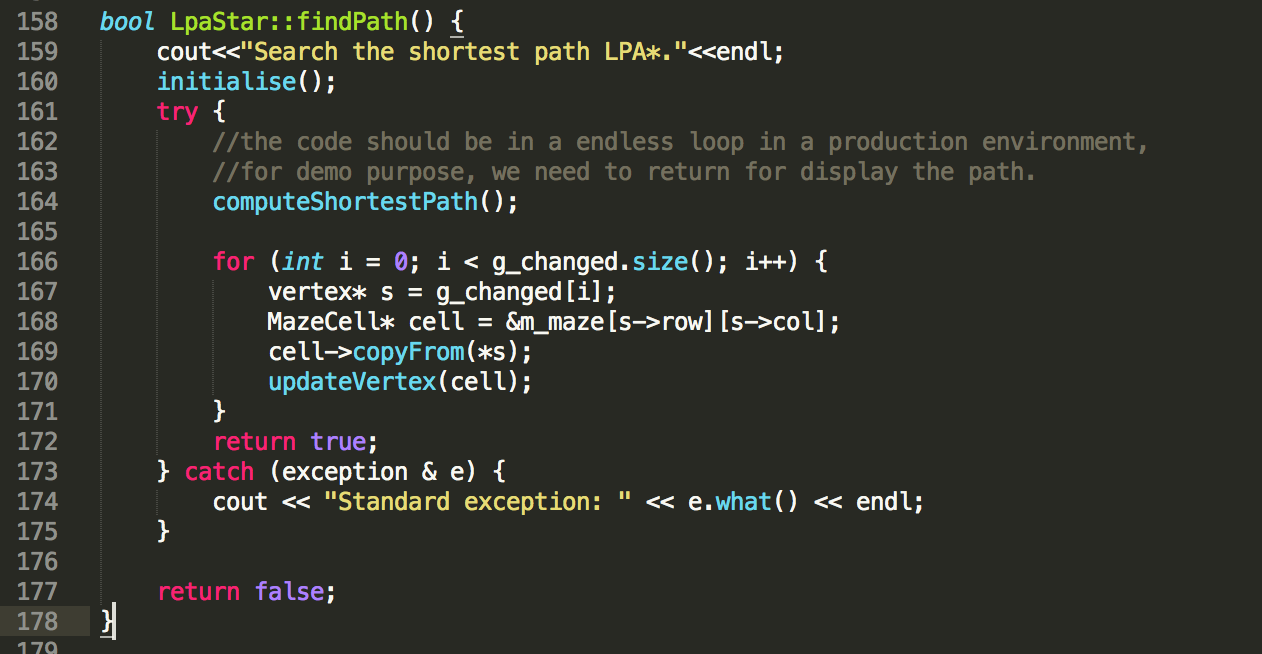
Step5 calculate Key value and update Key value:

*-ComputeShortestPath*

Step6 use D\*Lite function lessThan() to compare the smallest key value.



*-find path*

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