map::Graph + cells + width + height + Graph() + Graph() + Graph() + Graph() + Graph() #graph A::Astar # aStarGraph

aStarGraph
+ Astar()
+ calculate()
lengthOfPath()
copyGraph()
isValid()
isDestination()

CooperativeA

- + CooperativeA()
- + findPath()
 - getNeighbors()
 - pathToTarget()
 - recursiveWaitAndReturn()
 - isTargetFreeForEntireWait Time()
- findAlternativeWaitingCell()