```
A··Astar
# graph
# aStarGraph
+ Astar()
+ calculate()
# lengthOfPath()
# copyGraph()
# isValid()
# isDestination()
 CooperativeA
```

- + findPath()
- getNeighbors()pathToTarget()

+ CooperativeA()

- recursiveWaitAndReturn()
- isTargetFreeForEntireWait Time()
- findAlternativeWaitingCell()