

Pathfinding Implementations (DFS, BFS, A*)

Cole Kendall

Context

Pathfinding is a common problem solved using computer science. It is used in video games, web crawlers, and mapping tools. I have done an implementation in the past; however, I was not happy with the quality of the end product. I would rather redo the project in a manner that is more presentable.

Since I need to program an “environment” for my pathfinder to traverse through, I plan to exercise the use of unit tests to validate the stability of my code.

Objective

To design, implement, present, and host the code needed to perform a DFS, BFS, and A* implementation.

Execution Notes

I have created a simple pathfinder using A*, DFS, and BFS. The git repo will be posted in LinkedIn and different configurations will be hosted on AWS S3 with links.

The programming process is well documented under my git commits: <https://github.com/Mrcoole7890/Pathfinder/commits/main>

Keywords

A* BFS DFS Javascript Data Structures Computer Science Pathfinding