

## Astar

- startPosition : Struct Position
  - endPosition : Struct Position
  - path: std::vector<Eigen::Vector2d>
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- + aStarAlgorithm(): std::vector<Eigen::Vector2d>
  - + pathBacktracking(): void
  - + computeCostToGo(struct Position): double
  - + setStartPosition(int ,int): void
  - + setGoalPosition(int ,int): void
  - + getStartPosition() : Struct Position
  - + getGoalPosition() : Struct Position