

Astar

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