

## Astar

- startPosition : Struct Position
- endPosition : Struct Position
- path: std::vector<Eigen::Vector2d>
- std::multimap<double, Position> priority
- Actions action (object)
- Map workspace (object)
- NodesManager namageNodes (object)

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