

- (ii) From bug based algorithm, once we find an obstacle in the path of reaching the goal, we can guide the bug to following below points.
 - · Circumnavigate the obstacle

 (By moving alongs the tangential vector of the polynomial at that point we can circumnavigate the obstacle.
 - o while circumnavigating we exact going to calculate the distance to goal position (By Finding the distance between points)

(In case of straight lines we can directly find the at where we get minimum distance to goal by finding the II distance)

o put the At that point where we obtain & minimus distance we leave that poobstacle & leave the path

In this way we change from bug base to bug , algorithm.