1. Is it bad to return null for if they cant get to the goal state
2. How to compare to compare total cost between different paths/where do you want to play with it?
3. How do you handle no solution for if all goal states are surrounded by walls? Cuz wouldn’t memorization skrew you up since you don’t store the values that you’ve already been at so you can’t see if you have any cycles?
4. What do you return if there is no solution?
5. Am I doing the cost tally in the right places because it looks like you get the path and then you have to see if the solution is right / how do you do it in maze problem without being able to check?
6. You said we can’t change the constructor for mazeproblem but mine wont work unless add 2 cases
7. Tried implementing priority queue and it didn’t work used linkedlist
8. I got it to work when I just returned but how I am getting the total cost I think is. wrong
9. Priority queue doesn’t work