Make-File / Read-Me Instructions

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Read-Me / Make-File Instructions:

1. I have programmed a constructor in my program that allows you to submit the information from your graph/tree in a ***.txt*** file. I have provided two example ***.txt*** files, as well as one template ***.txt*** file, to assist you in figuring out how to properly organize the ***.txt*** input file.

    a. If the ***.txt*** input method is not working for you, the only other option to test the A* Search would be to manually go into the ***AStarSearchClass.h*** file and change the default constructor settings to with the information from your graph/tree.

2. To compile and test the program, you have to options. You can either use the ***MainFunctionTest.cpp*** file that I have provided, which already includes a main function and provided test functions, or you will have to create a new ***.cpp*** file, and include my ***AStarSearchClass.h*** header file within that your new ***.cpp*** file.

    a. To create a default object from the default constructor (which automatically sets the distanceMatrix, nodesAmt, etc, to the given graph/tree from the project, type the following into your main function):

```
ASTAR Obj;
Obj.ASTARSearch();
```

    b. To create a specialized object from the special constructor (which sets the distanceMatrix, nodesAmt, etc, to information from a custom ***.txt*** file, type the following into your main function):

```
ASTAR Two("Full Pathname");
Two.ASTARSearch();
```