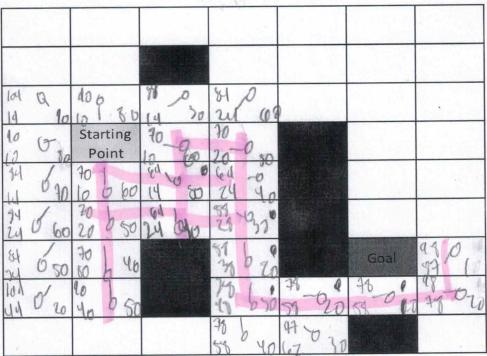Perform the A* algorithm to get to the goal from the starting point. Label each grid open square with the appropriate F, G, and H values (where applicable).   Draw the shortest path on this grid.

Due April 27

☐ • = shortest path