Program 1: Implement A* Search algorithm.

```
def aStarAlgo(start node, stop node):
    open set = set(start node)
    closed set = set()
   parents = {}
    g[start node] = 0
   parents[start_node] = start_node
   while len(open set) > 0 :
        n = None
        for v in open set:
            if n == None or g[v] + heuristic(v) < g[n] + heuristic(n):
        if n == stop node or Graph nodes[n] == None:
            pass
        else:
            for (m, weight) in get_neighbors(n):
                if m not in open set and m not in closed set:
                    open set.add(m)
                    parents[m] = n
                    g[m] = g[n] + weight
                else:
                    if g[m] > g[n] + weight:
                       g[m] = g[n] + weight
                       parents[m] = n
                        if m in closed set:
                            closed set.remove(m)
                            open_set.add(m)
        if n == None:
            print('Path does not exist!')
            return None
        if n == stop node:
            path = []
            while parents[n] != n:
                path.append(n)
                n = parents[n]
            path.append(start node)
            path.reverse()
            print('Path found: {}'.format(path))
            return path
```

```
open_set.remove(n)
        closed_set.add(n)
    print('Path does not exist!')
    return None
def get neighbors(v):
    if v in Graph nodes:
        return Graph nodes[v]
    else:
        return None
def heuristic(n):
    H dist = {
        'A': 10,
        'B': 8,
        'C': 5,
        'D': 7,
        'E': 3,
        'F': 6,
        'G': 5,
        'H': 3,
        'I': 1,
        'J': 0
    }
    return H_dist[n]
Graph nodes = {
    'A': [('B', 6), ('F', 3)],
    'B': [('C', 3), ('D', 2)],
    'C': [('D', 1), ('E', 5)],
    'D': [('C', 1), ('E', 8)],
    'E': [('I', 5), ('J', 5)],
    'F': [('G', 1),('H', 7)],
    'G': [('I', 3)],
    'H': [('I', 2)],
    'I': [('E', 5), ('J', 3)],
aStarAlgo('A', 'J')
```

Output

```
Path found: ['A', 'F', 'G', 'I', 'J']
```