
A* Maze Solving Reflection

A Reflection of the A* Maze Pathfinding Solution for Advanced Algorithms and Data Structures

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For this assignment, we were to implement an A* solution for finding a path through a maze. I thoroughly enjoyed this assignment because I felt that I had understood the material taught in class. In addition, it was very beneficial to notice how beneficial Python was implementing this sort of code. I felt that it was smoother to program and compiling and running it seemed to be quick.

This assignment was most certainly a challenge from the basis that understanding advanced algorithms can be quite difficult. Then having to take a potentially wavering understanding and then program it can also be troublesome. However, I did feel that despite programming a solution where the underlying understanding might be difficult can also help the user understand the problem and perhaps better grasp the concepts.

This assignment certainly pushed me to understand the benefit of using heuristics, and I was able to see first hand through the animation how useful these can be. It taught me that when designing an algorithm, thinking about implementing a heuristic most certainly can be useful and impactful. In addition, this assignment showed me how heuristics can be used to better problem solving.

Considering all of this, the A* Maze Solving assignment demonstrates the Computer Science Program Goal of developing effective problem solving skills.