

Question 3: Which algorithm found the shortest path to H in less iterations Dijkstra or A*?

Though I was unable to complete the A* algorithm in time, I do believe A* should have less iterations. My reasoning is because a heuristic was used (the estimated cost from the current node to the goal) which helps the algorithm search the destination more efficiently. At worst, A* is just as efficient as Dijkstra, at best it is more efficient than Dijkstra.