

Project workflow

Text editor

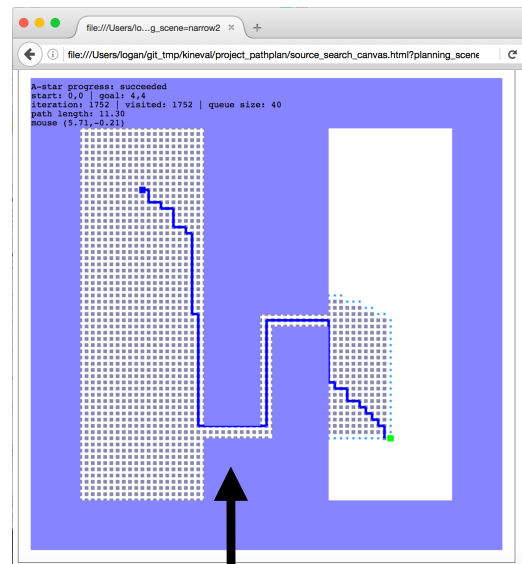
Make changes to
HTML and JS code

```
1. vim
+ " | "
+ "visited: " + search_visited
+ " | "
+ "queue size: " + visit_queue.length
+ " <br> "
+ "path length: " + path_length.toFixed(2);
//textbar.innerHTML += "<br> mouse (" + mouse_x+", "+mouse_y+")";
textbar.innerHTML += "<br> mouse (" + xformViewWorldX(mouse_x)+", "+xformV
iewWorldY(mouse_y)+")";

// callback request for the animate function be called again
// more details online: http://learningwebgl.com/blog/?p=3189
requestAnimationFrame( animate );
}

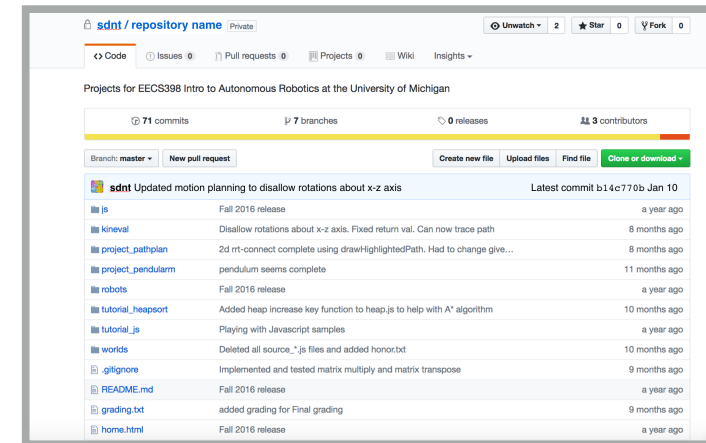
function iterateGraphSearch() {

// STENCIL: implement a single iteration of a graph search algorithm
// for A-star (or DFS, BFS, Greedy Best-First)
// An asynch timing mechanism is used instead of a for loop to avoid
// blocking and non-responsiveness in the browser.
//
// Return "failed" if the search fails on this iteration.
// Return "succeeded" if the search succeeds on this iteration.
// Return "iterating" otherwise.
//
}
```



Browser

See HTML and JS
code working



git repository

store history of code
changes and pull grading

Source code

HTML and JS files
containing your code

