CPSC 3520 - HW1

Due: 11:59PM 10/26/15

For this assignment, you will demonstrate an application of the A* algorithm, as applied to path planning in a randomized grid (as described in class Oct 14, 2015).

This program will do the following:

1. randomly populate the grid with obstacles
2. allow the user to specify a start and end cell in the grid
3. display the shortest path between the start and end, as determined via A*.

Tips:

- Your "world" class that represents a grid should include a method that returns a list of vacant neighbors of a given cell.
- Represent cells with `(row,column)` pairs.
- Ask for help from me if you need it.
- Write your search algorithm in a way that it could be replaced by a different search algorithm.
- Put your name in every source code file.