Grid

* Vars

State: GridStateAttributes[]

nodes: NodeStateAttributes[][]

* Functions

getNode(row, col)

GridStateAttributes

startNodeSet: Boolean

endNodeSet: Boolean,

---- or ----

startNode: NodeAttributes

endNode: NodeAttributes

\*or both\*

dimensions: integer[][]

\*\*get and set functions \*\*

NodeStateAttributes

location: { row: number, col: number }

isStart: boolean;

isEnd: boolean;

isWall: boolean;

isVisited: boolean;

isShortestPath: boolean;

isPath: boolean;

isWeight: boolean;

isWeighted: boolean;