README

Greeting! This code sample is an simple implementation of A* algorithm with visualization on command line.

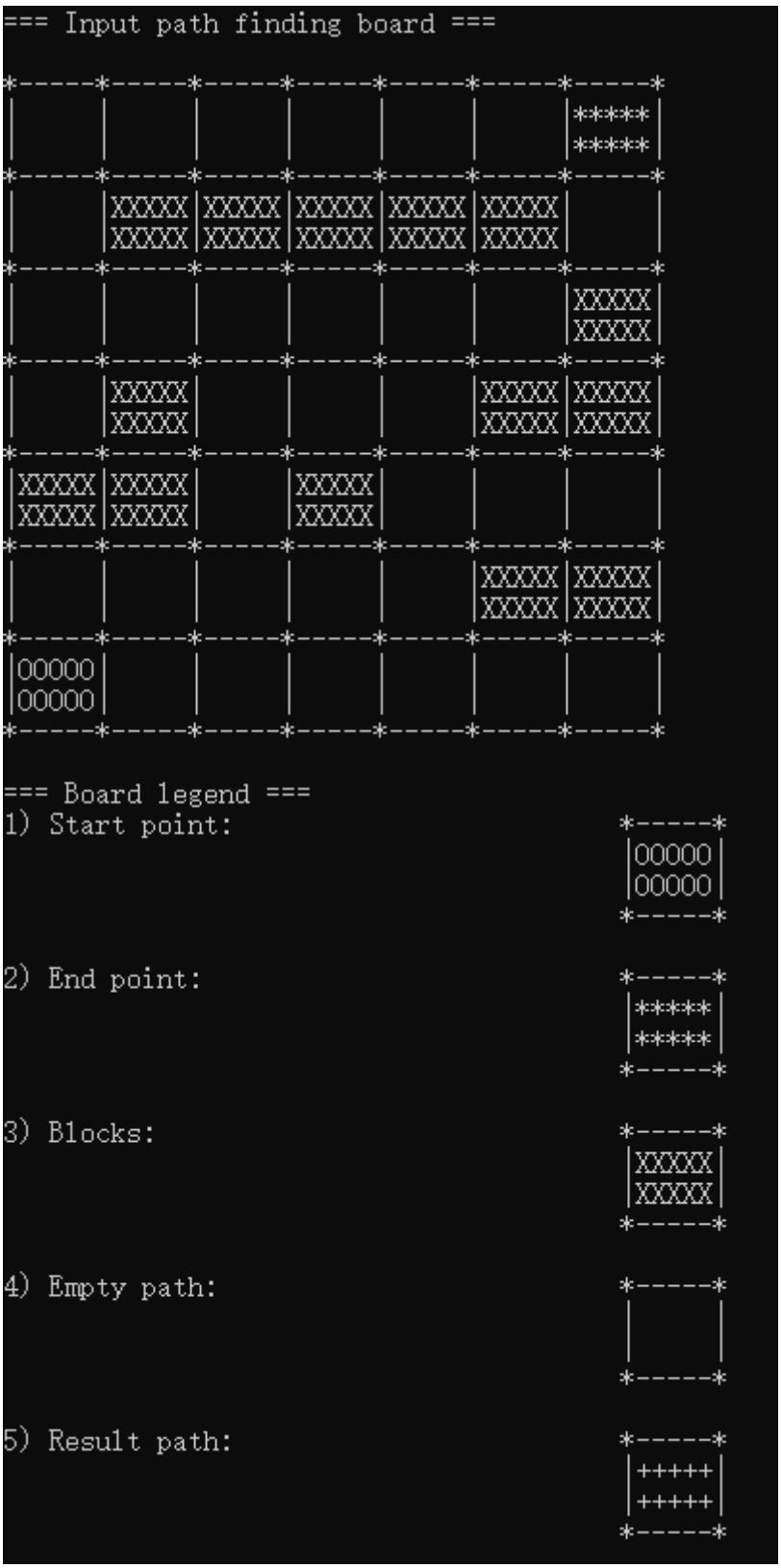
```
// Display board
const vector<vector<int>> board = {

    {0,0,0,0,0,0,2},
    {0,-1,-1,-1,-1,-1,0},
    {0,0,0,0,0,0,-1},
    {0,-1,0,0,0,-1,-1},
    {-1,-1,0,-1,0,0,0},
    {0,0,0,0,0,-1,-1},
    {1,0,0,0,0,0,0}
};
```

The initial board consists of numbers

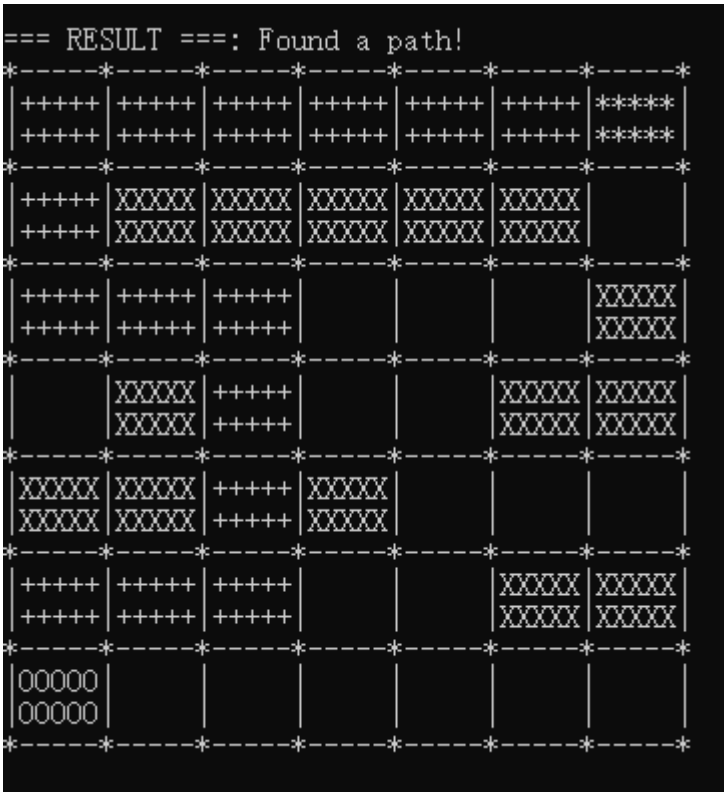
- 1: start point
- 2: end point
- -1: blocks
- 0: valid path

By running the program, command line will print out the visualization of the grid board



If the input board is valid, then the `pathFinding()` function will perform A* algorithm to find the shortest path from start point to end point

This is a sample output:


=== RESULT ===: Found a path!