CA1: Path planning using Dijkstra/A* method

Step 1: Open the map file Map.mat. It is a 10x10 map file, Map(i,j) represent the occupancy value of grid (i,j). If the value is 1, then the grid is occupied, if the value is 0, then it is not occupied.

Step 2: Write an algorithm that find a path between grid (1,1) to grid(10,10). The algorithm should find the shortest path, and report failure if there is no path at all.

Step 3: Your algorithm will be tested by setting the starting grid and goal grid randomly.