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```
In [1]:
def aStarAlgo(Start_node,Stop_node):
    open_set=set(Start_node)
    closed_set=set()
    g={}
    parents={}
    g[Start_node]=0
    parents[Start_node]=Start_node
    while len(open_set)>0:
         n=None
         for v in open_set:
             if n==None or g[v]+heuristic(v)<g[n]+heuristic(n):</pre>
         if n==Stop_node or Graph_nodes[n]==None:
             pass
         else:
             for(m,weight)in get_neighbors(n):
                 if m not in open_set and m not in closed_set:
                     open_set.add(m)
                     parents[m]=n
                     g[m]=g[n]+weight
                 else:
                     if g[m]>g[n]+weight:
                         g[m]=g[n]+weight
                         parents[m]=n
                         if m in closed_set:
                              closed_set.remove(m)
                              open_set.add(m)
         if n==None:
             print("path dose not exixt!")
             return None
         if n==Stop node:
             path=[]
             while parents[n]!=n:
                 path.append(n)
                 n=parents[n]
             path.append(Start_node)
             path.reverse()
             print('path found:{}'.format(path))
             return path
         open set.remove(n)
         closed set.add(n)
    print('path does not exist!')
    return None
def get_neighbors(v):
    if v in Graph_nodes:
         return Graph_nodes[v]
    else:
         return None
def heuristic(n):
    H dist={
         'A':10,
         'B':8,
         'C':5,
         'D':7,
         'E':3,
         'F':6,
         'G':5,
         'H':3,
         'I':1,
         'J':0
    return H_dist[n]
```

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