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In [3]: from collections import deque
        class Graph:
            def __init__(self, adjacency_list):
                self.adjacency_list = adjacency_list
            def get_neighbors(self, v):
                 return self.adjacency_list[v]
            def h(self, n):
                H = {
                      'A': 3,
                      'B': 4,
                      'C': 2,
                      'D': 6,
                      'G': 0,
                      'S': 5
         }
                return H[n]
            def a_star_algorithm(self, start_node, stop_node):
                 open list = set([start node])
                closed_list = set([])
                g = \{\}
                g[start_node] = 0
                parents = {}
                parents[start_node] = start_node
                while len(open_list) > 0:
                     n = None
                     for v in open_list:
                         if n == None \ or \ g[v] + self.h(v) < g[n] + self.h(n):
                             n = v;
                     if n == None:
                         print("Path does not exist!")
                         return None
                     if n == stop_node:
                         reconst_path = []
                         while parents[n] != n:
                             reconst_path.append(n)
                             n = parents[n]
                         reconst_path.append(start_node)
                         reconst_path.reverse()
                         print('Path found: {}'.format(reconst_path))
                         return reconst_path
```

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for (m, weight) in self.get_neighbors(n):
                         if m not in open_list and m not in closed_list:
                             open_list.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_list:
                                     closed_list.remove(m)
                                     open_list.add(m)
                    open list.remove(n)
                    closed_list.add(n)
                print('Path does not exist!')
                return None
In [4]: |adjacency_list = {
         'A': [('B', 2), ('C', 1)],
         'B': [('D', 5)],
         'C': [('D', 3), ('G', 4)],
         'D': [('G', 2)],
         'S': [('A', 1), ('G', 10)]
        graph1 = Graph(adjacency_list)
        graph1.a_star_algorithm('S', 'G')
        Path found: ['S', 'A', 'C', 'G']
Out[4]: ['S', 'A', 'C', 'G']
```

In [ ]: