Ex 7 Implementation of uncertain methods for an application

```
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):
            'A': 1,
            'B': 1,
            'C': 1,
            'D': 1
        }
        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 \text{ or } g[v] + self.h(v) < g[n] + self.h(n):
    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
    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
adjacency_list = {
    'A': [('B', 1), ('C', 3), ('D', 7)],
    'B': [('D', 5)],
    'C': [('D', 12)]
graph1 = Graph(adjacency_list)
graph1.a_star_algorithm('A', 'D')
```

