**AI-Project1 Shortest Path**

**README describes how to run the program.**

Compare the performance of uninformed and informed searches:

A\* tries to look for a better path by using heuristic functions which gives priority to nodes that are supposed to be better than others. It uses heuristic to optimize the search.

Dijkstra is a special case for A\* when h =0. Also, it is an uninformed algorithm. This means it doesn’t need to know about the target node beforehand. Dijkstra is used in more generic cases.

With a heuristic mechanism A\* has, A\* usually outperforms Dijkstra in speed in finding a path. That is, uninformed search consumes more time and cost as it has no clue about the solution as compared to informed search.