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# **BFS Motion Planning Documentation**

***Release 1.0.0***

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## 1.1 main module

**class** `main.Node`(*parent=None, position=None*)

Bases: `object`

`main.breadth_first_search`(*maze, start, end*)

`main.equals`(*self, other\_node*)

Checks if this node is equal to another node based on their positions.

**Args:**

*other\_node*: The other node to be compared.

**Returns:**

True if the positions of the nodes are equal, False otherwise.

`main.get_args`()

Return args

**Return arguments passed to the program**

`argparse.Namespace`

`main.main`()



## INDICES AND TABLES

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