Algorithm 3 : H(init,current$_n ode, dir$)

for node in nodes **do**
  if $getdirection(node) != dir \wedge state(node) ==' open'$ **then**
    add node to opposite nodes list
  end if
end for
for node in opposite nodes list **do**
  goal = node
  $calculate\ h\ minimum = h\_cal(current\_node, goal, dir) + gvalue(node)$
end for
$return\ minimum\_\ h$