NAME:

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***Why A Algorithm*\***

We use A\* algorithm to **find the shortest and most efficient path** between two points.  
It combines **Dijkstra’s accuracy** and **Greedy Search speed**, making it fast and optimal.

**🔹 *How A Algorithm Works*\***

1. Start from the **initial node**.
2. Calculate **f = g + h** for each node.
3. Choose the node with the **smallest f value**.
4. Repeat until the **goal node** is reached.
5. **Backtrack** to find the shortest path.

