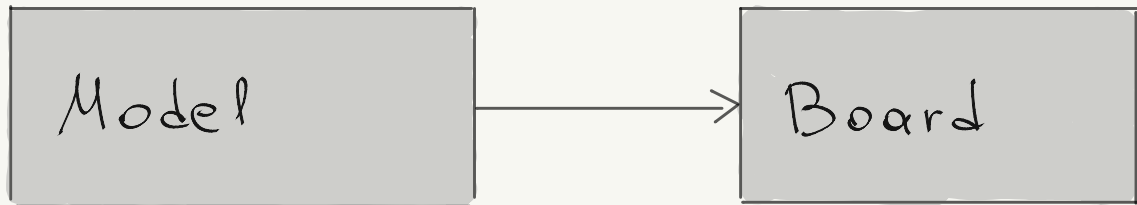


Architecture:



(1)

```
public Model setSize(int size) {  
    this.size = size;  
    return this;  
}
```

Sets the size of board

(2)

```
public Model setMeasure(Measure m) {  
    this.h = m;  
    return this;  
}
```

$$\mu(\vec{P}, \vec{Q}) = \alpha \times |P_x - Q_x| + \beta \times |P_y - Q_y|$$

(3)

```
public Model setRandomMoves(int shuffleMoves) {  
    this.shuffleMoves = shuffleMoves;  
    return this;  
}
```

How "far" initial state
from the final state

After setting model's params - it has to compile it. =>

```
public Model compile() {  
    this.board = new Board(this.size);  
    this.board.shuffle(this.shuffleMoves);  
    return this;  
}
```

the board (grid) is created and random shuffle is called

And finally
run the algo...

```
@Override  
public void run() {  
    this.solution = this.board.solveUsingSmartDijkstra(this.h);  
}
```