*Muhammad Usman Butt*

**Algorithm.py**

The file contains running code written in python for visualizing the implementation of A\* algorithm.

* Pygame library in python used to visualize grid, node and path.
* Pygame provides the functionality for drawing lines, rectangles and colors for making paths.
* A class node is made to specify features of a node.
* Functions like draw(), draw\_grid(),make\_grid () etc are there to make/ visualize grid of specifies size on running.
* clickedPOs() to get the position where the user clicked on the screen.
* heuristic () function calculates the distance between two points as heuristic estimate.
* update\_neighbors() function updates the neighbor for starting node.
* A\_ALgo() implements the actual a\* algorithm
* Run() function starts the procedure of making grid and handles functionalities like handling start and end position existence etc.