

2. Motion Planning

5. Coding the Shortest Path Algorithm

☑ 3. Maze

⊻ 4. Maze 2

☑ 6. A* Search

☑ 7. Lesson Code Structure

8. CODE: Starting A* Search

☑ 9. CODE: Writing the A* Heuristic

10. Pass by Reference in C++

11. CODE: Adding Nodes to the Ope...

12. CODE: Initialize the Open Vector

13. CODE: Create a Comparison Fun...

14. CODE: Write a While Loop for the...

15. CODE: Check for Valid Neighbors

17. CODE: Expand the A* Search to ...

19. CODE: Adding a Start and End to ...

21. How to Become More Proficient ...

☑ 16. Constants

✓ 18. Arrays

☑ 20. Congratulations!!

The next videos and quizzes are taught by Sebastian Thrun (Udacity's former CEO) and they come from one of Udacity's first courses. The production style is a little different from what you will see in the rest of the course, but the content is very good. In these videos, Sebastian will discuss motion planning in robotics and provide the conceptual foundation for the project that you will build.



https://video.udacity-data.com/topher/2016/September/57d14560_motion-planningartificial-intelligence-for-robotics/motion-planning-artificial-intelligence-for-

robotics_720p.mp4

SEND FEEDBACK