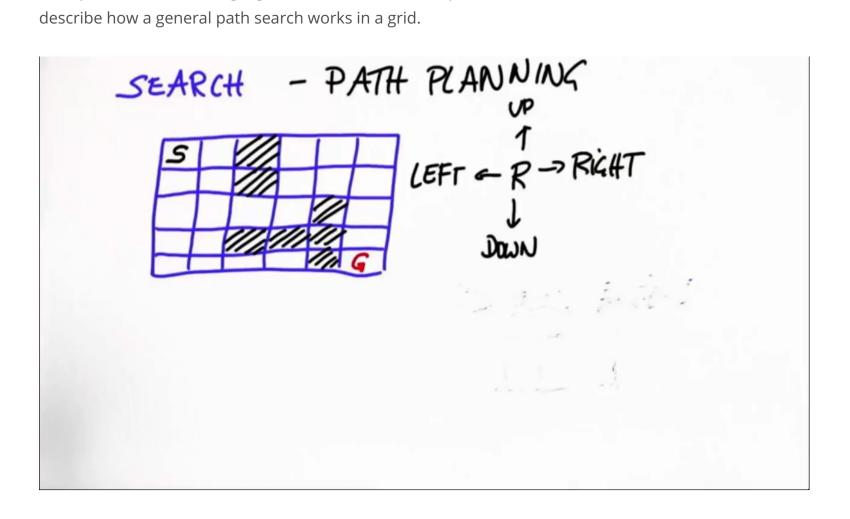


Coding the Shortest Path Algorithm

In the previous videos, Sebastian talked about the motion planning problem, and you worked through a couple of exercises using a grid-based version of this problem. In this next video, Sebastian will



https://video.udacity-data.com/topher/2019/January/5c3e92e8_grid/grid_720p.mp4

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!!

Lesson 3:

A* Search

SEARCH

RESOURCES

CONCEPTS