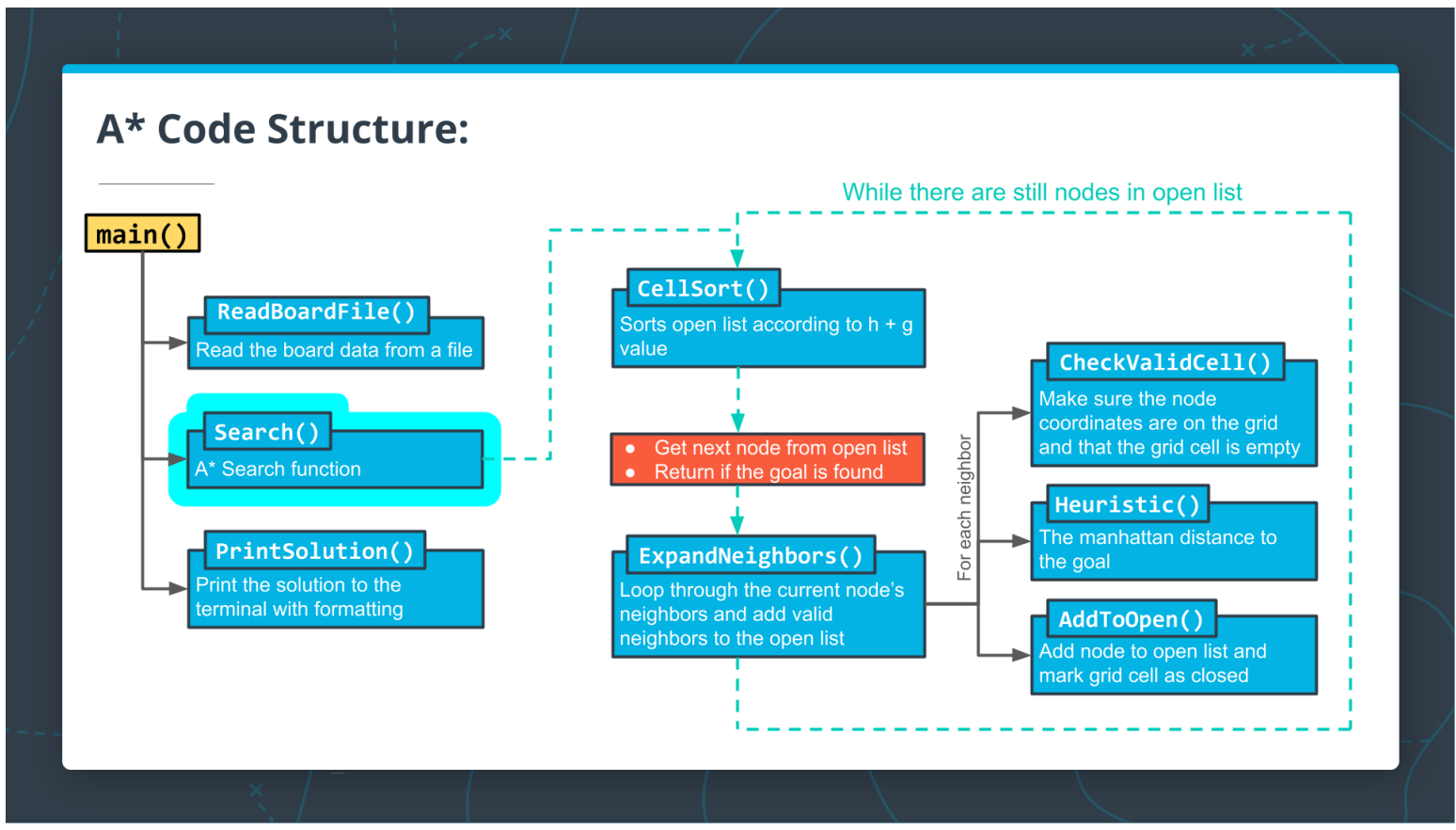


Starting A* Search

To get started with writing the A* search algorithm, you will first add a `Search()` function stub that accepts and returns the appropriate variable types.



Starting with the `Search()` function

To Complete This Exercise:

- Write a `std::vector<vector<State>>` `Search` function stub which takes a board grid and two length 2 int arrays as arguments. The int arrays will represent the start and goal coordinates for the search. The function should print ""No path found!" and return an empty `std::vector<vector<State>>`. The function will later return the board with a path from the start to the goal.
- In `main()`, call `Search` with a start of `{0, 0}` and a goal of `{4, 5}`. Store the results in the variable `solution`.
- Pass `solution` to `PrintBoard`.

< +

main.cpp X

/> home > workspace

1.board

main.cpp

solution.cpp

```
1 * #include <iostream>
2 #include <iostream>
3 #include <sstream>
4 #include <string>
5 #include <vector>
6 using std::cout;
7 using std::ifstream;
8 using std::istringstream;
9 using std::string;
10 using std::vector;
11 using std::abs;
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```

+ BASH X

```
root@891c4894ae535:/home/workspace#
```

↑ Menu ↶ Expand