

Path search algorithm.

- I have implemented A* algorithm to find the optimal path to the goal.
- A* algorithm has heuristic Function assigned to all nodes which underestimate the cost of reaching the goal. Which makes it optimal.
- Say, You want to travel from Ahmedabad to Goa, and you do not have any idea about the geography of India. And trying to find a way to Goa.
- One of your friends tells you that, 'Belgaum is just 5 km away from Goa.' So you try to go to Belgaum to reach Goa. (Underestimating)
- The second friend tells you that Mumbai is 1000 km away from Goa. which clearly is overestimating. So you will definitely try to avoid Mumbai in your way. But apparently, you will end up using [a longer path](#) to reach Goa, rather than [Optimal path](#) via Mumbai.