**L’Algoritmo A\***

**(Prof. Fischetti P.)**

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| Maze1.txt – File di testo del labirinto. Con ‘1’ si indica un ostacolo mentre con ‘0’ spazio libero |
| 1000000110000100000000100000000010100001000000000100001000000011011000100000011000110000000010000100000000100010010000000001101000001000001110000010000010011100000000000001001010010000001000000000100001000000100101010000000100110000000000100001000000000001000000110000100000000000100000110100001000010000100000001000000000100000010000010010000000000010000010000000000000110000100001000100010101100000000100010001000000001000000001011010001000001100000000000001000001001000000010001000001010000000100000000000001100000000000000001010101000000000001010000010000010010001000001001000100011100000000000010000000000000001000100010000110000100000100000000101000010010100010110101010010000000001001100000000000000010000000000000010000000100000001000100000000001000000000000000000000000010100000000000000010000100101000000001000010010001100001000100000000001000000001010100000000100101001000000001000001000000000010100000000000000100010001100001000001000000000100100100001001000000100000000001011100010001000000000000101000100000010100101001000000011000010011010000000000010100001000001000101100100010000000000100110000000000000001011010001101100011110100000110000000000000000000000011010001000000000000010000001000100010100110000000000001000011011000000010001000001010010000010000010000000010001010010000000100000000000000001000000110000000100000001100100010010101000000100000000011110101000110010000110001000111000001000100000100010000000000000001000000100000110010000010000001000101000100010000111100101000000100000010110100000001000011000000000000110000000000000010001001001000000001010001100001001000000011001011001001000010000000000000000000000001000010000100101000000000010000100000000010000000000000010001000011100011000000000000001001000100100100000000101101100000100000000000000101010000010001101101100100011011010000000000100000110001001000100100000000010000000100000100000000000000000000000010000100110000010000001000000000000000000000001010000100000100111000100001101001010110100000000101010000000000000001010100000000000010000000110010000000000010110001000000001000000000011000001000101000010010000000010000000000000000100001000000000000100000110001000000000001000001100001010001000101000010001010000000000100101000000000010000010000100010000001100000001000000000010000000000010000100001100010100000100000000000000000000101010000000001000001011000010010001111000000001010000000000000011011011001010001000000111000000000000000010010100001101000010010001100100111000001011100001001110010000011000000000100000000100001001000000000000000000000000000001000000001000000000000011100000110000011001010000000000000000001010000100000000000000111100000000010000001100001000110001000001000000000000001001000000000100001000001000100010000001010100000100001000001100000100010000001100000010000000001000001000010011000000000000110001010000000000000101010000100100000111000000000000001000000001000000000000011101001101001000000100010000000001010000000100000100010001010010000000100000000000001010001000 |

In giallo viene evidenziata la casella di partenza (S) in giallo e la casella target (F) in rosso, a sinistra il labirinto a destra la soluzione tramite algoritmo A\*.

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| C:\>astar < maze1.txt |
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