

Introduction to Multi-Agent-Programming

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Exercise Sheet 2

Due: November 23th, 2010

Exercise 2.1 (A* - Search (10 Pts))

Implement A* search for the sample agents. Use the Exercise02AStarSearch class for your implementation.

- Define a non-trivial admissible heuristic function.
- Override the search method to compute valid paths to the given goal ids using A*.
- Searching to multiple goals means search the path to the nearest of the goals. *Implement this without calling A* multiple times!*
- Comment your code.