

J2meGame学习四种寻路算法比较Java认证考试 PDF转换可能丢失图片或格式，建议阅读原文

https://www.100test.com/kao_ti2020/644/2021_2022_J2meGame_E5_AD_c104_644504.htm 四种算法是DFS, BFS, Heuristic DFS,

Heuristic BFS (A*) 用了两张障碍表，一张是典型的迷宫：
char Block[SY][SX] = { {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1}, {1, 0, 1, 0, 1, 0, 0, 0, 0, 0, 0}, {1, 0, 1, 0, 0, 0, 1, 0, 1, 1, 1}, {1, 0, 0, 0, 1, 0, 1, 0, 0, 0, 1}, {1, 0, 1, 1, 0, 0, 1, 0, 0, 1, 1}, {1, 0, 1, 0, 1, 1, 0, 1, 0, 0, 1}, {1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1}, {1, 0, 1, 0, 1, 0, 1, 0, 1, 0, 1}, {1, 0, 0, 1, 0, 0, 1, 0, 1, 0, 1}, {1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1} }. 第二张是删掉一些障碍后的:

char Block[SY][SX] = { {1,1,1,1,1,1,1,1,1,1,1}, {1,0,1,0,1,0,0,0,0,0,1}, {1,0,1,0,0,0,1,0,1,1,1}, {1,0,0,0,0,0,1,0,0,0,1}, {1,0,0,1,0,0,1,0,0,1,1}, {1,0,1,0,0,1,0,1,0,0,1}, {1,0,0,0,0,0,0,0,1,0,1}, {1,0,1,0,0,0,1,0,1,0,1}, {1,0,0,1,0,0,1,0,0,0,1}, {1,1,1,1,1,1,1,1,1,1,1} }. 结果：尝试节点数
合法节点数 步数 深度优先 416/133 110/43 19/25 广度优先
190/188 48/49 19/15 深度 启发 283/39 82/22 19/19 广度 启发
189/185 48/49 19/15

所以可以看出深度 启发是最好的，效率高 路径也挺短。A*第一是不真实二是慢三是空间消耗较大。附

：dfs heu的源程序，bc 3.1通过 if ((x == TargetX) 100Test 下载 频道开通，各类考试题目直接下载。详细请访问

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