

★ 7. Travel Plan (Graph)

Everytime we In this project we'll use Dijkstra's Algo. It's used to solve or find smallest path (in terms of weights) we've used very Interactive approach to create this project. Everytime we click "Get New Problem" our code will generate random new problem & everytime on click "solve" it'll give us most optimized path.

Our focus here will be make such a program that can dynamically create such complex graphs/problems and also create its solution.

★ Logics & Concepts & Libs

- Dijkstra's Algo

- JS, HTML, CSS

- Graphs (Used Adj-list for create it)

- vis.js (for beautiful visualizing elmt on our ans (graph))
(visjs.org)

- bootstrap (for beautify our GUI)

- fontawesome lib. (for beautiful fonts)

- There are 2 approach to solve dijkstra

- ① $n \log n$

- ② n^2

→ we'll discuss both