

❖HOW TO USE THE PROGRAM :

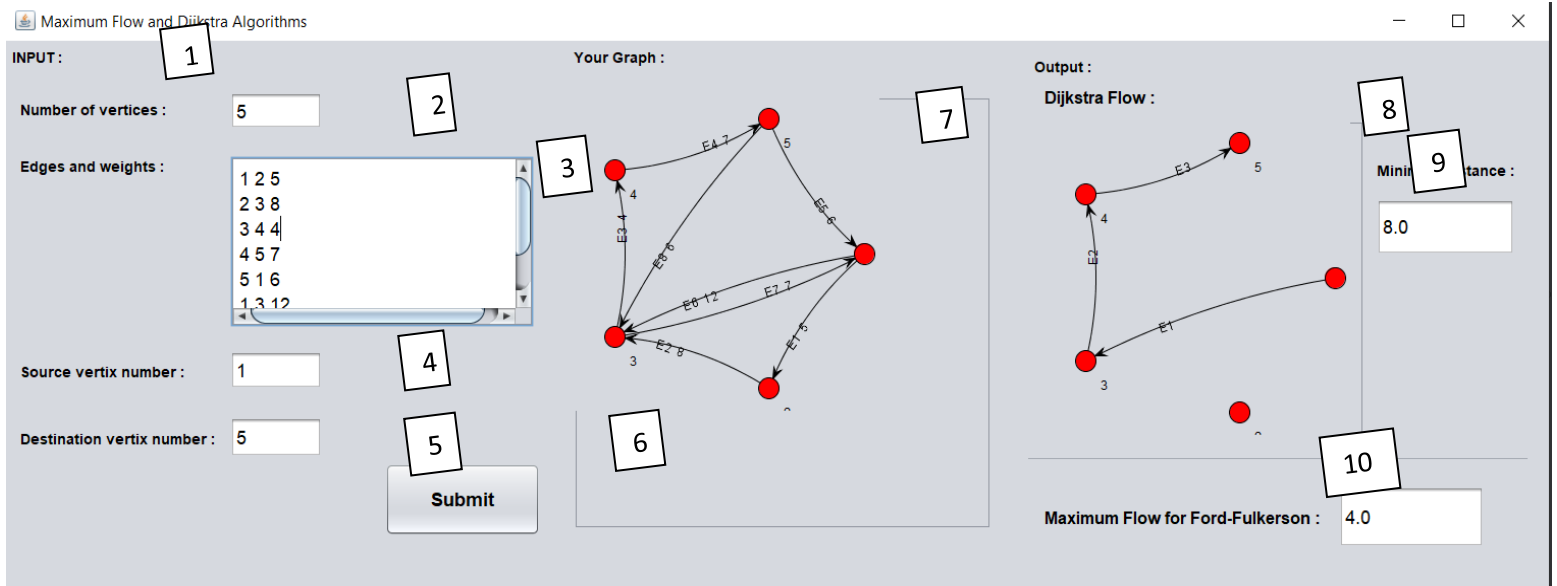


Figure 1-GUI

Number	Description
1	Input menu
2	Number of vertices
3	Edges : (Source – Destination – Weight)
4	Source Vertex
5	Destination Vertex
6	Submit button after finishing input data
7	Your input Graph
8	Dijkstra flow output
9	Minimum distance for Dijkstra algorithm
10	Maximum flow for Ford-Fulkerson Algorithm

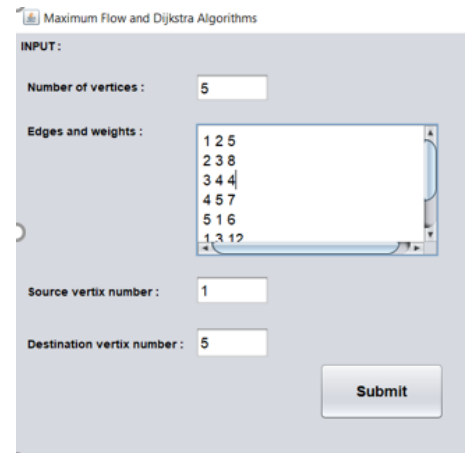
❖ Program Step-By-Step :

1. Input :

In the input, we find that the vertices are taken as number.

In addition, the edges taken formatted (source - destination - weight).

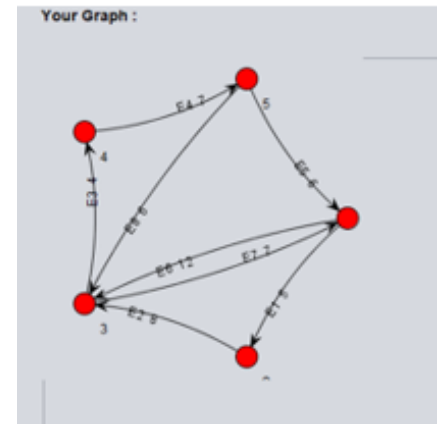
Submit button clicked after inserting all data.



The screenshot shows a web application titled "Maximum Flow and Dijkstra Algorithms". Under the "INPUT:" section, there are three input fields: "Number of vertices:" with the value "5", "Edges and weights:" with a text area containing the following text:
1 2 5
2 3 8
3 4 4
4 5 7
5 1 6
1 3 12
Below these fields are "Source vertex number:" with the value "1" and "Destination vertex number:" with the value "5". A "Submit" button is located at the bottom right of the input section.

2. Your graph :

This layout shows your graph that you entered its data.

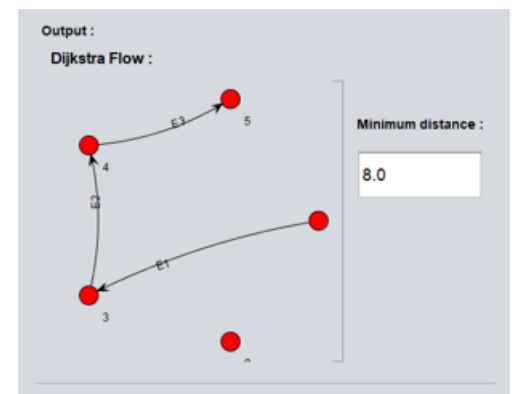


3. Output :

a. Dijkstra's Algorithm :

For Dijkstra's algorithm we shows its output flow that show the minimum distance can be calculated throw which nodes.

In addition, the minimum distance is calculated.



b. Maximum flow for ford-Fulkerson's algorithm :

For Maximum Flow for ford-Fulkerson's algorithm we shows the value also in a box.



Maximum Flow for Ford-Fulkerson : 4.0