Boston University

METCS 526: Final Project

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Section I, Pseudocode:

**Algorithm One (G):**

Input: an undirected, weighted, connected graph G

Output: the node *v* that, among all neighboring nodes of *n*, has the smallest return value of *dd(v)*, or *direct distance* to the destination node Z*.*

Minimum\_distance = Integer.MAX\_VALUE

Best\_node = null

**For** each node *v* which shares an edge with node *n* **do**:

**if** *dd(v)* < minimum\_distance **then:**

minimum\_distance = *dd(v)*

best\_node = v

return best\_node

**Algorithm Two(G):**

Input: an undirected, weighted, connected graph G

Output: the node *v* that, among all neighboring nodes of *n*, has the smallest return value of *dd(v)* + *w(n,v)*, or *direct distance* to the destination node Zplus the weight of the edge shared by node *n* and node *v.*

Minimum\_distance = Integer.MAX\_VALUE

Best\_node = null

**For** each node *v* which shares an edge with node *n* **do**:

**if** *w(n,v) + dd(v)* < minimum\_distance **then:**

minimum\_distance = *dd(v) + w(n,v)*

best\_node = v

return best\_node

Both of these algorithms will run iteratively until the current node *n* is Z.

Section II, Data Structures Used:

I created two new classes, a Node and a Graph.

For the Node, it contained:

1. a character for its letter value (‘A’, ‘B’,…’Z’) called **identifier**
2. a HashMap where the key is the Node that neighbors this Node and the value is the weight of their shared edge, called **neighbors**
3. an integer called **direct\_distance** which is this Node’s direct distance to the destination Node Z.

For the Graph, it contained:

1. an ArrayList of all of the Nodes in this graph called **nodes**.
2. a Node called **position** which is the current position of our graph traversal

In my project file, it contained:

1. **characterNode**: a HashMap with the character ID as the key and the actual Node as the value
   1. this was used for the two setup methods, Graph.constructGraph and Node.setDirectDistances since the input files contain just the character with the associated node.
2. **path**: an ArrayList which stores the characters that show the ideal path from the given algorithms