Maze Assignment Discussion

This program is to be run by using either a compiler or the command line to run the “Driver.class” file, which will access the “Maze.class” file, which in turn will access the “Graph.class” file, to read the “maze01.mz”, “maze02.mz”, and “maze03.mz” files to create graph objects of these files, and then perform a depth first recursive search through these graphs and display the results of this search. It should be noted that the program will only work with the supplied files, as the provided “maze03.mz” appears to have a typo putting two, not one space in between the width and the height. The file included has had this typo corrected.

This program doesn't perform many of the needed functions. It doesn't implement Dijkstra's algorithm, both in obtaining the shortest distance and the shortest path, nor does it print a graphical representation of this path. Unfortunately I couldn't program Dijkstra's algorithm, and whilst I am capable of printing the graphical representation, as it requires Dijkstra's shortest path, I couldn't implement a function to perform the printing.

I'm well aware that I should be able to program these tasks, even by my own standards. Whilst there is no excuse for my poor performance, in the future I will be much more conscious of the time I have at my hands and the priorities of my tasks. For what it is worth I understand Dijkstra's algorithm (identify neighbours of solved that aren't solved, calculate total weight, choose least heavy, repeat until target reached) and weighted graphs, especially considering my current implementation uses a weighted graph, specifically creating an edges array that whilst of boolean type, is a weighted graph although in it's current implementation it is only ever filled with edges of weight 1.

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