Laboratory 12: Cover Sheet

	Laboratory 12: Weighted Graph ADT	1
NameHenry Huffman	Date11/20/14	_
Section 1001		

Place a check mark in the *Assigned* column next to the exercises your instructor has assigned to you. Attach this cover sheet to the front of the packet of materials you submit following the laboratory.

Activities	Assigned: Check or list exercise numbers	Completed
Implementation Testing		
Programming Exercise 1		
Programming Exercise 2		
Programming Exercise 3		
Analysis Exercise 1	X	
Analysis Exercise 2	X	
	Total	

Laboratory 12: Implementation Testing

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Check with your instructor whether you are to complete this exercise prior to your lab period or during lab.

Test Plan 12-1 (Weighted Graph ADT operations)				
Test case	Commands	Expected result	Checked	

Laboratory 12: Programming Exercise 1

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Test Plan 12-2 (showShortestPaths operation)					
Γest case	Commands	Expected result	Checked		

Laboratory 12: Programming Exercise 2

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Test Plan 12-3 (hasProperColoring operation)				
Test case	Commands	Expected result	Checked	

Laboratory 12: Programming Exercise 3

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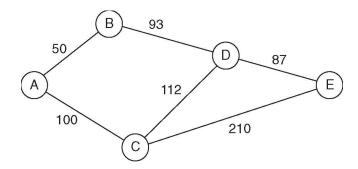
Test Plan 12-4 (areAllEven operation)				
Test case	Commands	Expected result	Checked	

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Name ____ Henry Huffman_____ Date ___11/18/14_____

Section 1001

[Please reference the lab book for the full description of this problem.] The following graph, for example,



yields the augmented path matrix shown below.

Ver	tex list	Path mati	rix (cost s	econd ve	rtex on sl	hortest pa	ath)
Inde x	Label	From/To	0	1	2	3	4
0	А	0	0 0	50 1	100 2	143 1	230 1
1	В	1	50 0	0 1	150 0	93 3	180 3
2	С	2	100 0	150 0	0 2	112 3	199 3
3	D	3	143 1	93 1	112 2	0 3	87 4
4	Е	4	230 3	180 3	199 3	87 3	0 4

Entry (0,4) in this path matrix indicates that the cost of the shortest path from vertex A to vertex E is 230. It further indicates that vertex B (the vertex with index 1) is the second vertex on the shortest path. Thus the shortest path is of the form AB...E.

Explain how you can use this augmented path matrix to list the vertices that lie along the shortest path between a given pair of vertices.

One can simply look at the vertex they wish to travel from and the vertex they want to travel to and see the sum of the edge weights needed for the shortest path. For instance, if one wishes to travel from C to B, one simply needs to look at the location, ([row, column]), [2,1]. There it is stated that if one wishes to travel from vertex C to vertex B, the minimal edge weight in doing so is 150.

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Give an example of a graph for which no proper coloring can be created using less than five colors (see Programming Exercise 2). Does your example contradict the Four-Color Theorem?

Proper coloring can not be created using less than five colors when there are intersections of edges existing in the graph. This does not contradict the Four-Color Theorem because the Four-Color Theorem only applies to planar graphs where there are no intersections.