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Graphing Documentation

The Graphing Visualizer updates in real time and is a quick and fun way to visualize different undirected graphing algorithms.

Since each algorithm has different cubes and visualization colors, algorithms are responsible for visualization.

Each node records the first cube to visit it. Then, starting at the end node, the algorithm retraces its steps to highlight the path to the start node.

When visualization begins, the selected algorithm may cover a significant portion of the board. I made changes in development so the user could see the board and visualization. However, I preferred covering the cubes with a single color after testing. Instead, I added the stop button so the user can toggle between visualization and the board.