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### **Shortest Path Research**

Research another shortest path algorithm for graphs in addition to Dijkstra's Algorithm. In your research, determine:

- The complexity of this algorithm vs Dijkstra's Algorithm
- Applications where this algorithm is ideal (Performs better than Dijkstra's Algorithm). Be sure to explain why.
- Applications where this algorithm is not ideal (Doesn't perform as well as Dijkstra's Algorithm). Be sure to explain why.

Then, implement the algorithm in a program that displays the total cost to reach each vertex, starting from some arbitrary vertex. Be sure to use comments to document your code.

Your Word document should be at least 1 page long.

Submit your document and source code using the Assignment 11 submission link.

### **Grading**

See Assignment Rubric in Canvas.