Autor(es):

*Parte 1: Biblioteca de Algoritmos em Grafos*

Link para o GitHub da biblioteca: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

*Parte 2: Análise de Algoritmos de Caminho Mínimo*

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Arquivo | Tempo de execução (segs) | | | | Caminho (0 a 100) |
| Dijkstra | Bellman-Ford | Bellman-Ford Melhorado | Floyd-Warshall |
| toy |  |  |  |  |  |
| Rg\_300\_4730 |  |  |  |  |  |
| Rome99c |  |  |  |  |  |
| Facebook\_combined |  |  |  |  |  |
| USA-road-dt.DC |  |  |  |  |  |
| USA-road-dt.NY |  |  |  |  |  |

Escreva aqui as principais conclusões/explicações para os resultados obtidos:

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*Parte 3: Resolvendo o Problema do Labirinto*

Para cada arquivo de labirinto abordado apresente o caminho do início até a saída e o tempo de execução em segundos para obter a resposta:

Maze3:

Maze10:

Maze20:

Maze30:

Maze40:

Maze50: