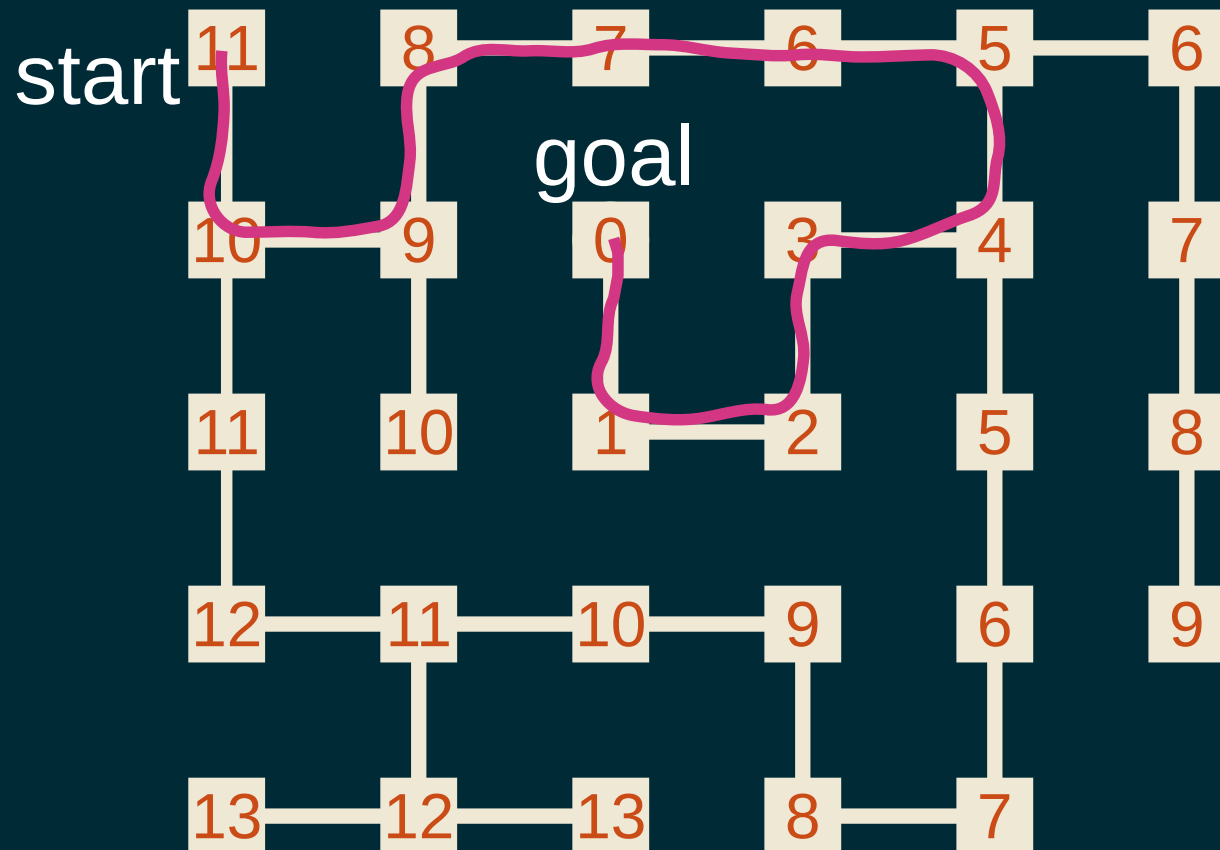


# Kata: Maze solving with Dijkstra's Algorithm

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# The problem

Find the shortest path to a goal.



# Dijkstra's Algorithm (simplified)

- 1) Start with list of all nodes
- 2) Mark goal with “0”
- 3) While there are nodes left to check,
  - a) Find a node with lowest score
  - b) Mark all its unmarked neighbors with *score + 1*
  - c) Remove it from the list