

**LAPORAN TUGAS KECIL III IF2211 STRATEGI ALGORITMA**  
**Implementasi Algoritma A\* untuk Menentukan Lintasan Terpendek**



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## 1. Source code

```
// Pathfinding~
while (currentLocationName != currentTargetFriend) {~
    ~~~~~// Creating branch only if not backtracking~
    ~~~~~// Get sorted distance and put to choice stack~
    ~~~~~if (!isBacktracking) {~
        ~~~~~// List carrying tuple of target location name, distance to, and heuristic value~
        ~~~~~List<Tuple<string,float,float>> distanceList = new List<Tuple<string,float,float>>();~
        ~~~~~for (int i = 0; i < nameList.Length; i++) {~
            ~~~~~if (currentLocationIndex != i && !visited[nameList[i]] && adjacencyMatrix[currentLocationIndex,i] >= 0){~
                ~~~~~distanceList.Add(new Tuple<string, float, float> (nameList[i], adjacencyMatrix[currentLocationIndex,i], ~
                ~~~~~GetStraightDistance(currentTargetFriend, nameList[i])));~
            ~~~~~}~
        ~~~~~}~
        ~~~~~// Sorting list with Linq, ascending order~
        ~~~~~List<Tuple<string,float,float>> sortedDistance = distanceList.OrderBy(obj=>obj.Item3).ToList();~

        ~~~~~// Creating available path queue from sorted list~
        ~~~~~Queue<Tuple<string,float>> AvailableBranch = new Queue<Tuple<string,float>>();~
        ~~~~~foreach (var entry in sortedDistance) {~
            ~~~~~AvailableBranch.Enqueue(new Tuple<string,float>(entry.Item1, entry.Item2));~
        ~~~~~}~

        ~~~~~// Push available path queue to choice stack~
        ~~~~~ChoiceStack.Push(AvailableBranch);~
    }~
}
```

```

    ....// Move taking
    ....if (ChoiceStack.Count != 0) {
    .....// If choice stack is not exhausted
    .....Queue<Tuple<string,float>> TopMostBranch = ChoiceStack.Peek();
    .....if (TopMostBranch.Count != 0) {
    .....    ....// If choice queue in choice stack is not empty,
    .....    ....// Move to that location
    .....    .....currentLocationName = TopMostBranch.Peek().Item1;
    .....    .....currentLocationIndex = GetIndexFromNameList(currentLocationName);
    .....    .....float currentPathWeight = TopMostBranch.Peek().Item2;
    .....    .....TotalPathWeight += currentPathWeight;
    .....    .....TopMostBranch.Dequeue();

    .....    .....isBacktracking = false;
    .....    .....// | Trying new path, so algorithm is stopped backtracking
    .....    .....CurrentTraversedRoute.Push(new Tuple<string,float>(currentLocationName, currentPathWeight));
    .....    .....// | Put selected path to route stack
    .....    .....visited[currentLocationName] = true;
    .....    .....// | Flagging location as visited
    .....    .....}
    .....else {
    .....    ....// If choice queue is empty, pop choice stack and backtrack
    .....    .....ChoiceStack.Pop();
    .....    .....isBacktracking = true;
    .....    .....// | Set mode to backtracking
    .....    .....visited[currentLocationName] = false;

```

```

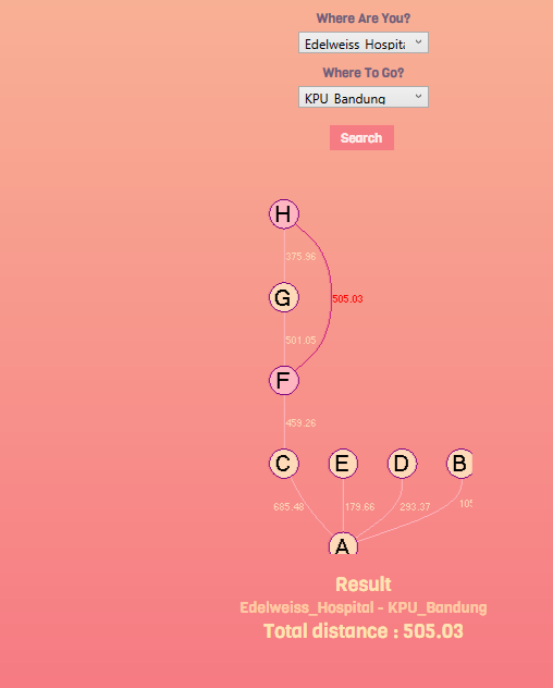
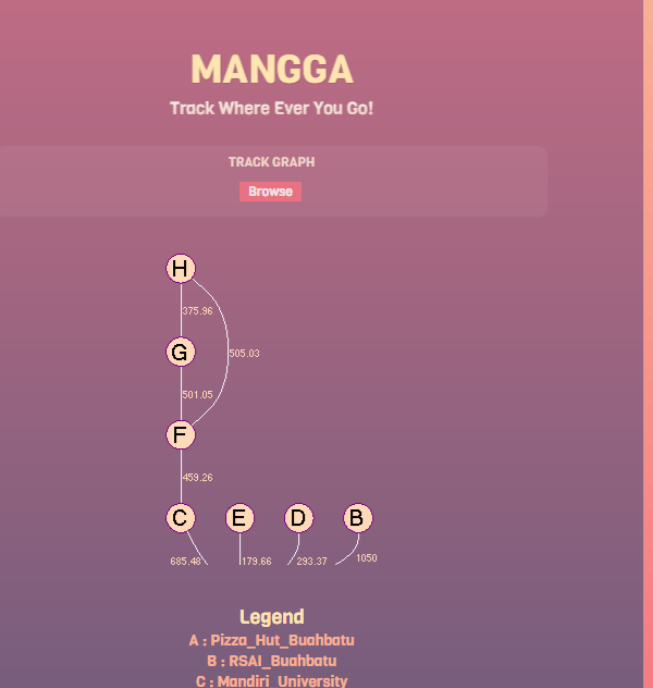
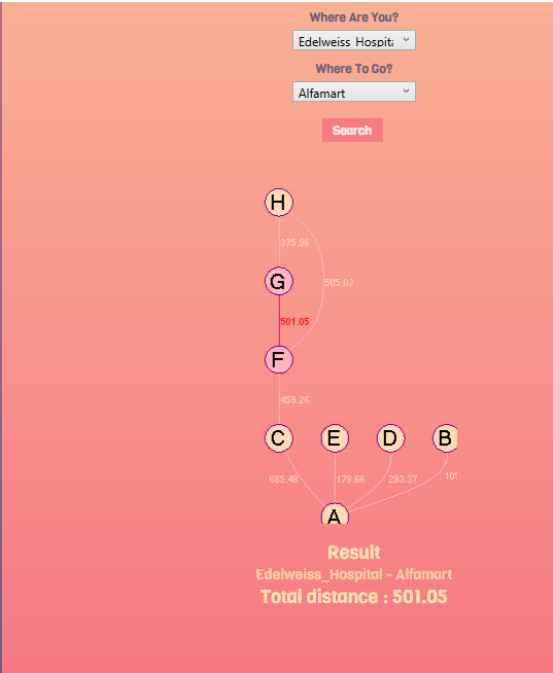
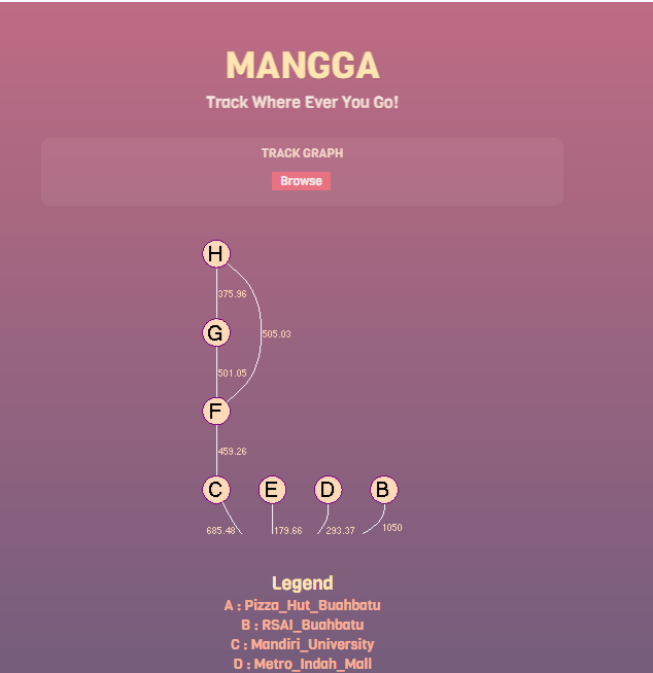
    .....}
    .....else {
    .....    ....// If choice queue is empty, pop choice stack and backtrack
    .....    .....ChoiceStack.Pop();
    .....    .....isBacktracking = true;
    .....    .....// | Set mode to backtracking
    .....    .....visited[currentLocationName] = false;
    .....    .....// | Backtracking, removing old path visited flags
    .....    .....// string LastLocation = CurrentTraversedRoute.Peek(); // DEBUG
    .....    .....TotalPathWeight -= CurrentTraversedRoute.Peek().Item2;
    .....    .....CurrentTraversedRoute.Pop();
    .....    .....// | Remove last path from route stack
    .....    .....}
    .....}
    .....else {
    .....    ....// If choice stack is exhausted, then no path found
    .....    .....System.Windows.Forms.MessageBox.Show("Path not found", "Alert");
    .....    .....isSolutionFound = false;
    .....    .....break;
    .....}
}

```

## 2. Input file

```
Monkasel -1 830.12 266.68 -1 -1 -1 -1 -1↵
Grand_city 830.12 -1 492.83 -1 -1 -1 594.66 -1↵
Stasiun_Gubeng 266.68 492.83 -1 -1 979.18 -1 -1 -1↵
Masjid_Cheng_Hoo -1 -1 -1 -1 -1 1860 1210 -1↵
RS_Dr_Sutomo -1 -1 979.18 -1 -1 876.93 -1 -1↵
Pasar_Pacarkeling -1 -1 -1 1860 876.93 -1 -1 -1↵
Sate_Kelopo_Ondomohen -1 594.66 -1 1210 -1 -1 -1 1150↵
Tunjungan -1 -1 -1 -1 -1 -1 -1 1150↵
Monkasel -7.26544 112.75028↵
Grand_city -7.26193 112.74997↵
Stasiun_Gubeng -7.26546 112.75200↵
Masjid_Cheng_Hoo -7.25199 112.74717↵
RS_Dr_Sutomo -7.26793 112.75676↵
Pasar_Pacarkeling -7.25995 112.75909↵
Sate_Kelopo_Ondomohen -7.26011 112.74419↵
Tunjungan -7.25612 112.73778
```

## 3. Lintasan terpendek

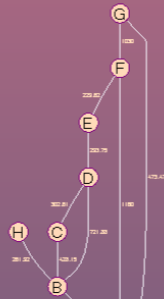


# MANGGA

Track Where Ever You Go!

TRACK GRAPH

Browse



## Legend

A : ITB\_Belakang  
B : Jl\_Ir\_H\_Juanda-Dago  
C : Kantor\_Cabang\_BCA  
D : RS\_Borromeus  
E : ITB\_Dago

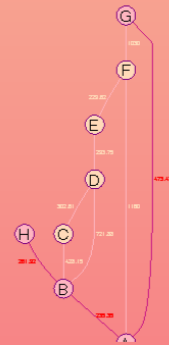
Where Are You?

Sabuga

Where To Go?

Mc Donald Dago

Search



## Result

Sabuga - ITB\_Belakang - Jl\_Ir\_H\_Juanda-Dago - Mc\_Donald\_Dago

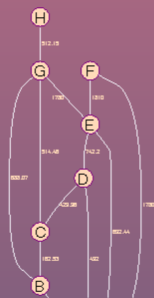
Total distance : 970.73

# MANGGA

Track Where Ever You Go!

TRACK GRAPH

Browse



## Legend

A : Alun\_Alun  
B : Bank\_Mandiri\_Asia\_Afrika  
C : Wings\_o\_wings  
D : Taman\_Braga  
E : Hotel\_Pasar\_Baru

Where Are You?

Winas o winas

Where To Go?

Alun Alun

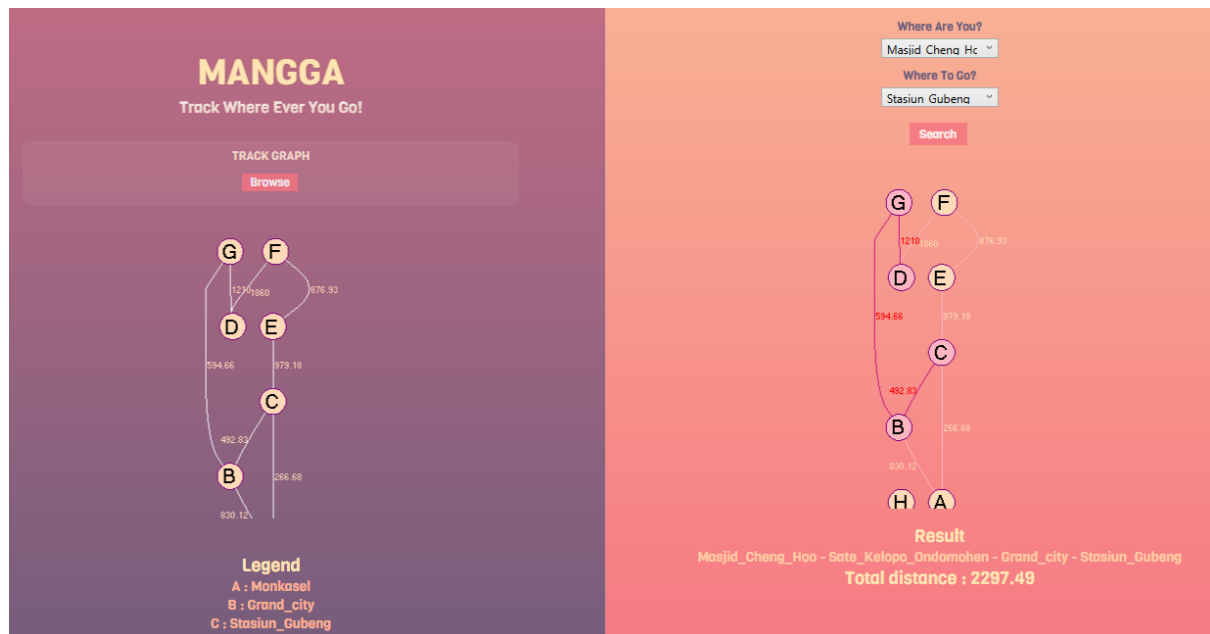
Search



## Result

Wings\_o\_wings - Bank\_Mandiri\_Asia\_Afrika - Alun\_Alun

Total distance : 883.64



#### 4. Link Repository

[Repository Tugas Kecil 3](#)