

PUNE INSTITUTE OF COMPUTER TECHNOLOGY

INFORMATION TECHNOLOGY

ACADEMIC YEAR -2020_21

SUB: DSA 2019 course Semester – I

DSFL ASSIGNMENT NO 8 WRITUP OUTLINE

1	Title	Assignment 8: Shortest Path finding
2.	Aim	To implement Shortest path using Dijkstras Algorithm
3.	Problem statement	Represent a graph of city using adjacency matrix /adjacency list. Nodes should represent the various landmarks and links should represent the distance between them. Find the shortest path using Dijkstra's algorithm from single source to all destination. Analyse the implemented algorithm for space and time complexity
4.	Objective	
5.	Outcome	
6.	Theory	C. Theory :: <ol style="list-style-type: none"> 1. What is shortest path 2. Applications and real time use cases of shortest path 3. List down various algorithm to find shortest path 4. write in brief about greedy approach 5. Discuss about Dijkstras 7. Real time use cases of Dijkstras
7.	Algorithms /Pseudocode:	Write down the pseudocode for the, explain the and trace the algorithms with appropriate example 1. Dijkstras single source to multiple definition Variations can be done easily by the students just minor modification in the algorithm and can rewrite the algorithm /mention the stepwise changes to implement following : 1. single source to single destination 2. Multiple source to multiple destination
8.	Test cases/validation	Test cases : <ol style="list-style-type: none"> 1. consider directed graph , with no loop, parallel edges 2. Test for undirected graph with no loop ,parallel edges Validations : <ol style="list-style-type: none"> 1. no of Vertex and no of edges are positive integer no. 1. Test for –ve weight
09	Program	Printout /Softcopy
10.	Results /output	Including test cases , validations and valid inputs based results .
11.	Conclusion	<ol style="list-style-type: none"> 1. Write down the Space and time analysis of single source to multiple destination 2. Write down the difference MST and Shorttest path