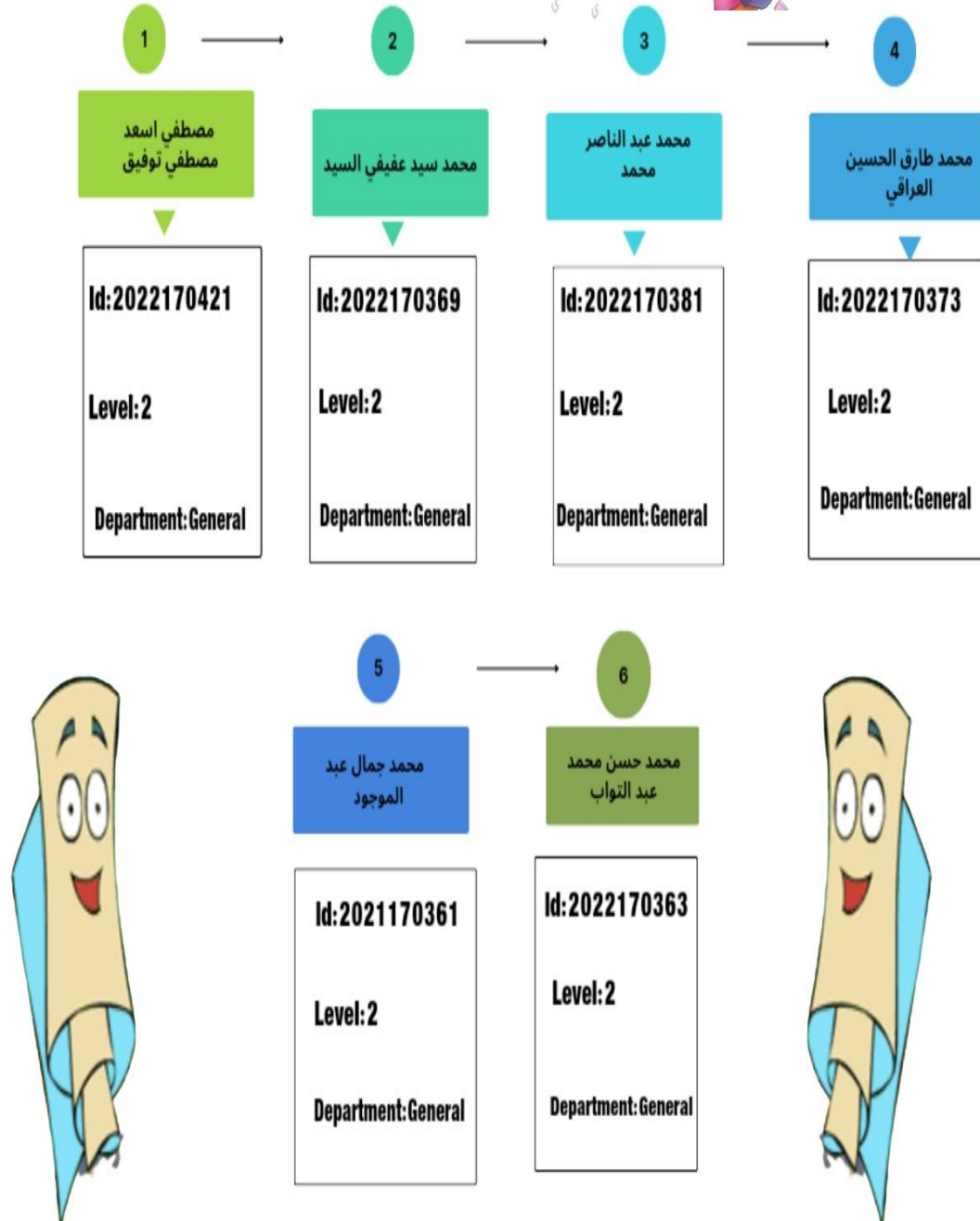


Guide me project

Team Id :68



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It's a graph-based transportation system with various functionalities like traversal algorithms, updating edge costs, adding/removing edges, renaming edges, and checking connectivity between cities. Here's an implementation of these features:

1-Breadth First Search (BFS) and Depth First Search (DFS):

You can traverse By BFS and DFS algorithms for the graph. BFS would help find the shortest path from a starting node to all other reachable nodes, while DFS would allow users to explore paths starting from a specific node.

2-Edge Information :

Each edge in the graph should store information about transportation methods and the associated costs.

3-Adding and Deleting Paths:

You can add a new path between two valid cities by creating a new edge with specified transportation methods and costs.

You can delete an existing path between two valid cities by removing the corresponding edge from the graph.

4-Updating Specific Costs:

Allow users to update the cost between two cities for a specific transportation method.

5-Adding New Transportation:

Enable users to add new transportation methods between two valid cities with their associated costs. This involves creating a new edge in the graph with the specified transportation method and cost.

6-Deleting Transportation:

Provide functionality to delete specific transportation methods between cities. This involves removing the corresponding edge from the graph.

7-Renaming Transportation:

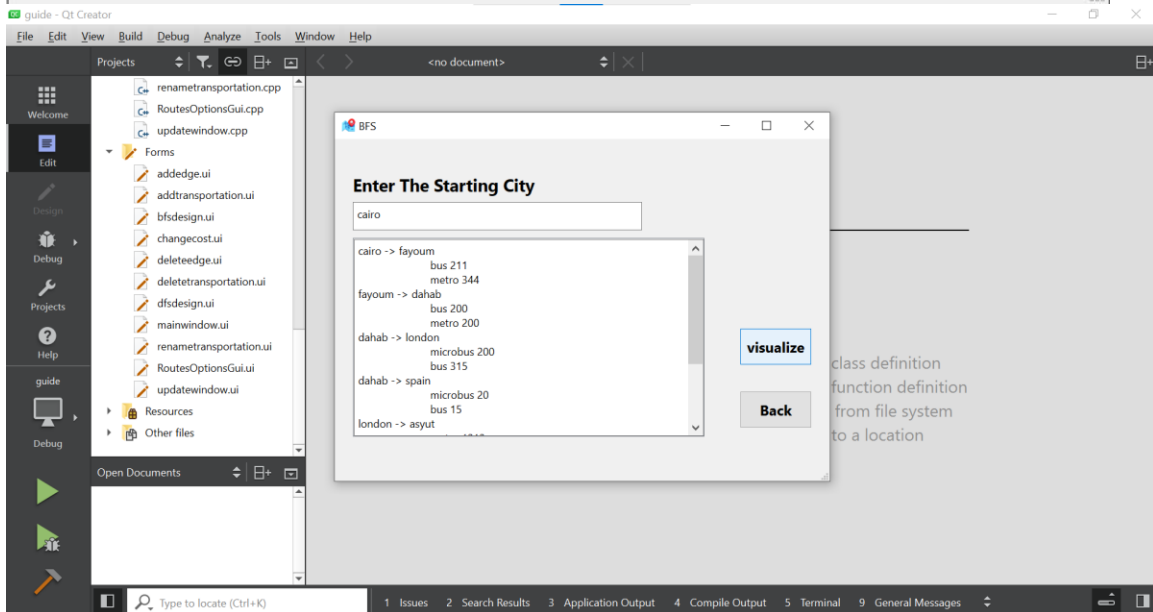
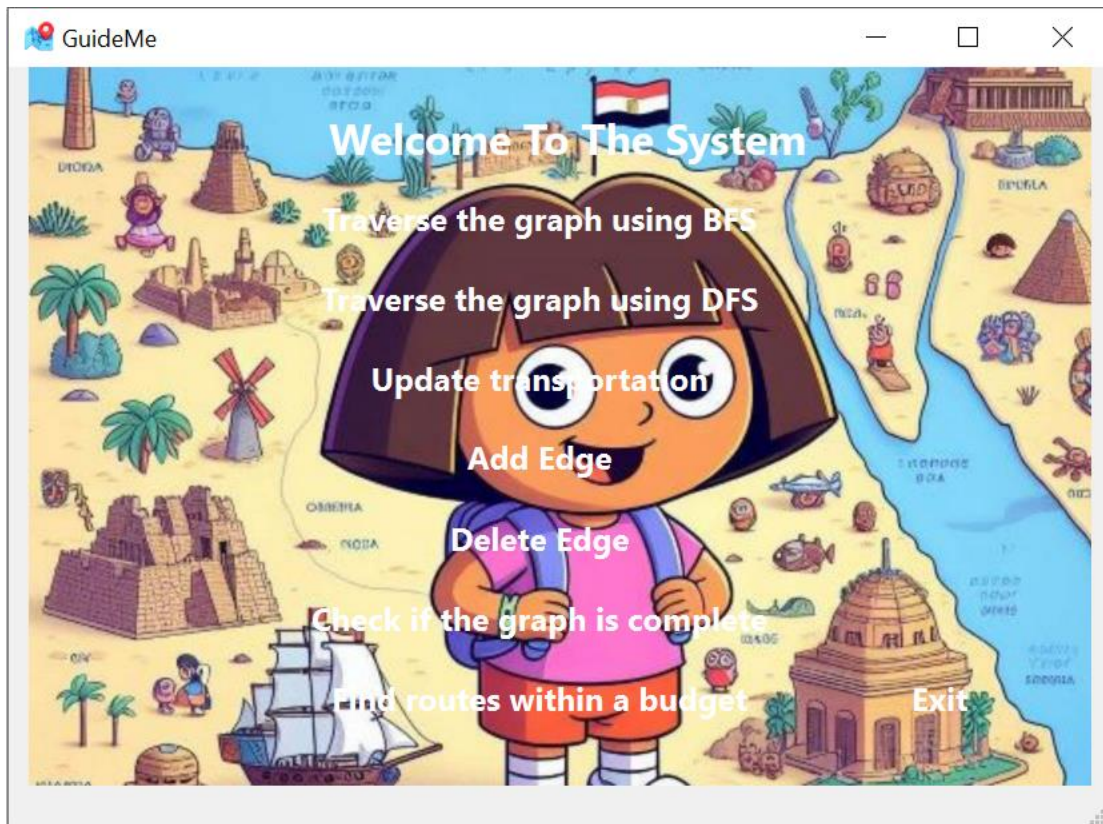
Allow users to rename any valid transportation method between cities.

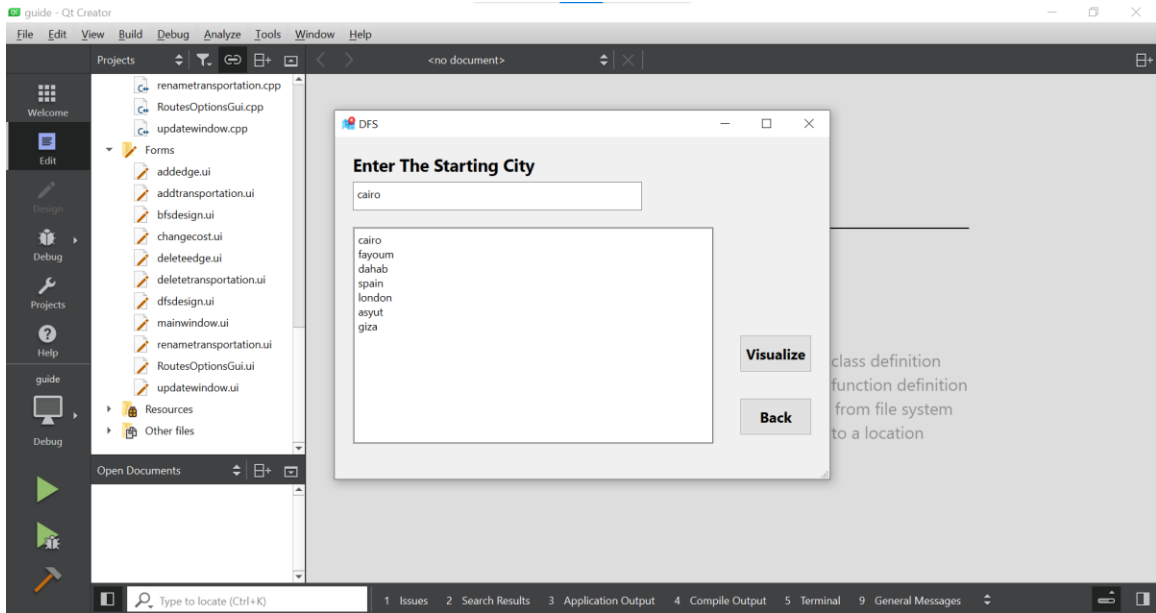
8-Checking Completeness:

Implement a connectivity check to determine if all cities are connected to each other or not. This can be done using graph traversal algorithms to ensure reachability between every pair of cities.

9-Finding Paths within Budget:

Enable users to find multiple paths between a given source and destination city within a specified budget. This can be achieved using algorithms like Dijkstra's algorithm ,considering the cost of transportation as edge weights.





Changing Cost

Enter Source City

cairo

Enter Destination City

fayoum

Enter Transportation Method

bus

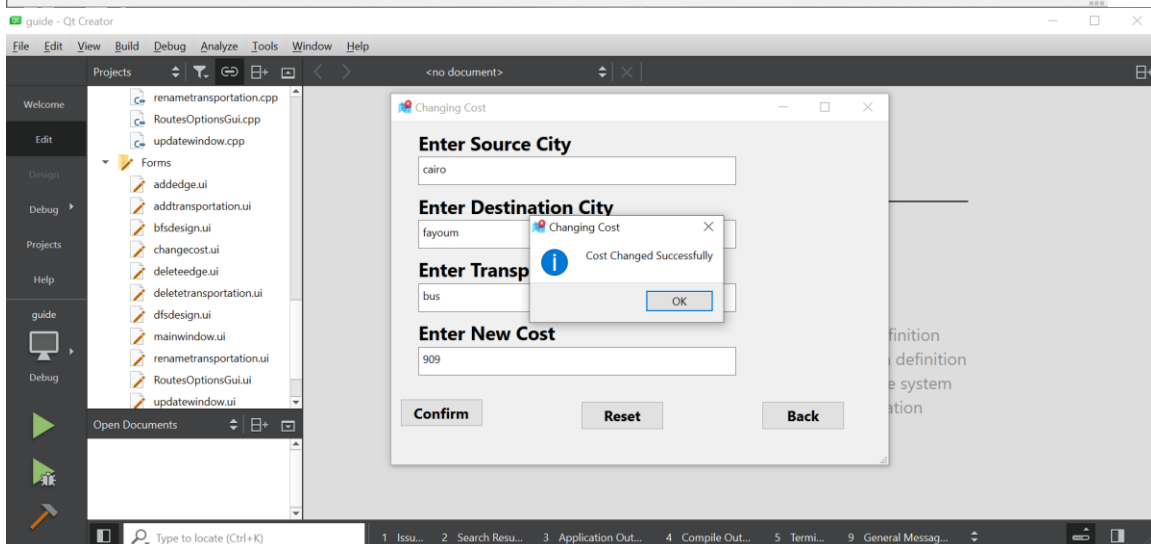
Enter New Cost

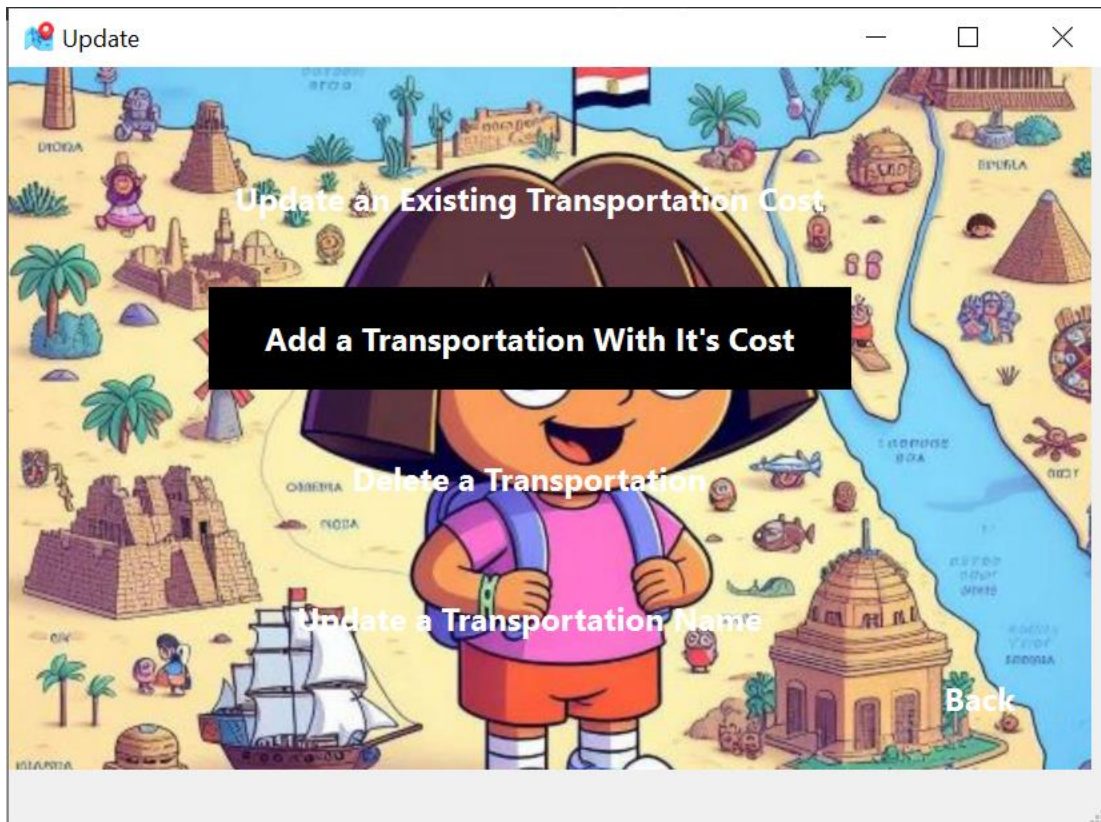
909

Confirm

Reset

Back



A screenshot of a software window titled "Add Transportation" with standard Windows window controls. The window contains four input fields with labels above them: "Enter Source City" (containing "cairo"), "Enter Destination City" (containing "asyut"), "Enter New Transportation Method" (containing "uber"), and "Enter Transportation Cost" (containing "90"). At the bottom of the window are three buttons: "Confirm", "Reset", and "Back".

