Individual Project Reflection

In this project exercise, I explored various graph search algorithms to find the optimal solution to the project challenge posed. I settled on using an informed heuristic search strategy known as A\* search, to map out various flight paths from different airports, given it had certain advantages of over other alternatives like Dijkstra’s, breadth first search or depth first search. In particular, A\* is not step based like either depth first search or breadth first search. Its greedy nature provided my program the ability to calculate and generate the solution paths that were optimal distance wise.

Again, the algorithms ability to calculate the closeness of each neighboring node to the destination, gives it an informed advantage over the likes of other greedy algorithms like Dijkstra’s.