

Algorithms:-

Dijkstra's Algorithm:-

Dijkstra's algorithm finds the least expensive path in a weighted graph between our starting node and a destination node, if such a path exists. At the end of the algorithm, when we have arrived at the destination node, we can print the lowest cost path by backtracking from the destination node to the starting node. We have used this algorithm for getting the shortest path between start point and the end point in the maze.

RESULTS

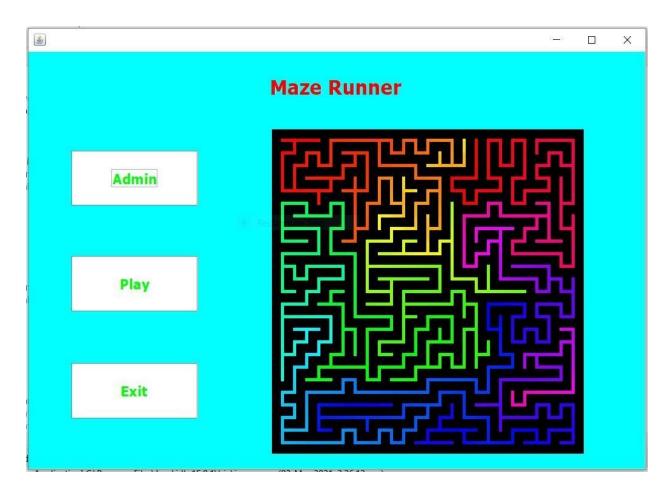


Fig.2: Main Menu of the Maze Game



		8 <u>—</u> 78		×		
Admin Login						
User Name :						
Password :						
	LOGIN					
	Exit					

Fig.3: Login Page for Admin





Fig.4: Main Menu of Admin

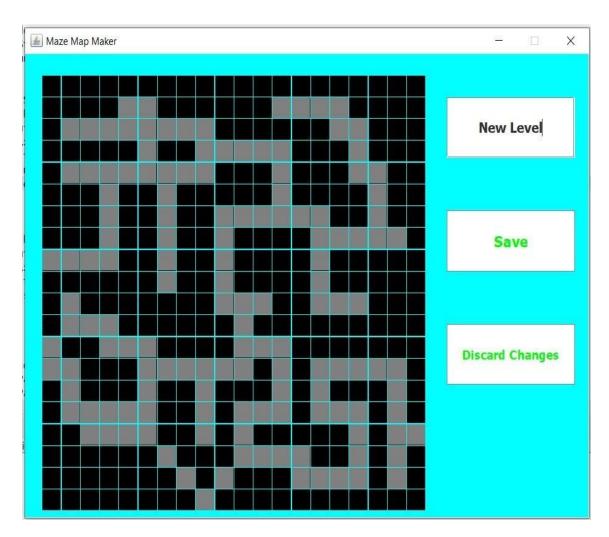


Fig.5: Option for admin to create Maze.



6				×		
Existing User? Login						
User Name :						
Password :						
rassworu .		777				
	LOGIN					
	New User ? Register					

Fig.6: User Login



***		9—7		X			
New User? Register							
Nick Name :							
User Name :							
Password :							
	REGISTER						
	Existing User? Login						

Fig.7: New User Registration

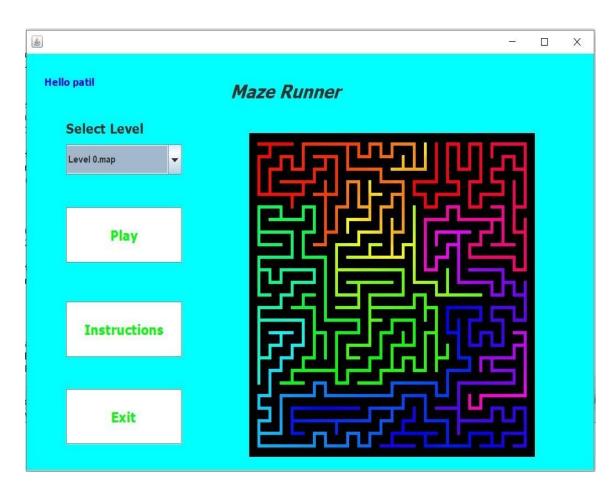


Fig.8: Menu for User after login

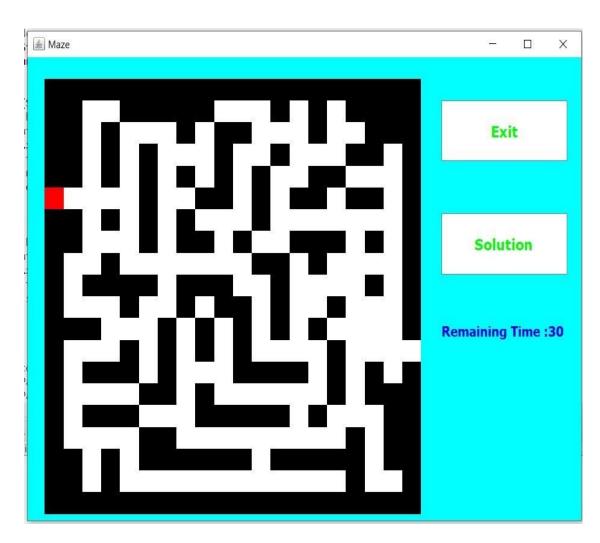


Fig.9: Maze Game During Play

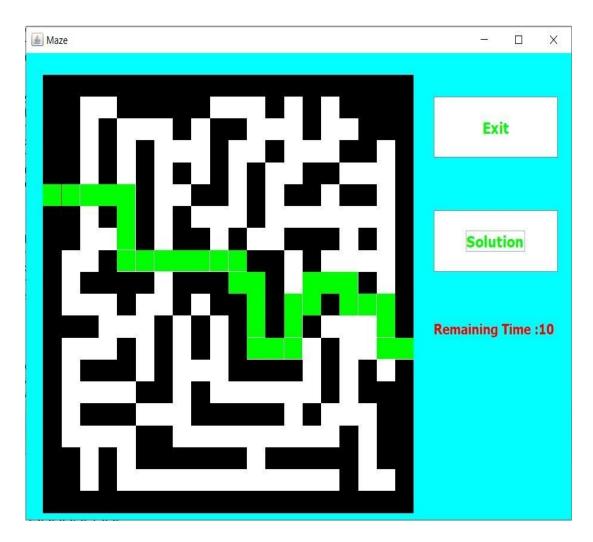


Fig.10: Solution of the maze using Dijkstra's algorithm