GRAPH-VISUALIZER PROJECT

Overview

GraphVisualizer is a Java Swing-based application that provides a graphical interface for creating, visualizing, and manipulating graphs. Users can add nodes and edges, find paths using Depth-First Search (DFS) and Dijkstra's algorithm, and animate traversal between nodes.

Features

- 1. **Node and Edge Management**
- Add nodes by clicking on the panel when "Enable Add Nodes" is checked.
- Add edges between nodes by specifying node indices.
- 2. **Pathfinding Algorithms**
- Depth-First Search (DFS)
- Dijkstra's Algorithm
- 3. **Traversal Animation**
- Animate traversal along a specified path between nodes.
- 4. **Undo/Redo Functionality**
- Undo and redo actions for adding nodes and edges.
- 5. **Background Image Support**
- Load a custom background image for the graph panel.
- 6. **Clearing the Graph**
- Clear all nodes and edges to start fresh.

Usage Instructions

- 1. **Adding Nodes**
- Enable node addition by checking the "Enable Add Nodes" menu item.
- Click on the graph panel to add nodes.
- 2. **Adding Edges**
- Enter the indices of the start and end nodes in the "Edge from" and "Edge to" fields, respectively.
- Click the "Add Edge" button to add the edge.
- 3. **Finding Paths**
- Enter the start and end node indices in the "Start Node" and "End Node" fields, respectively.
- Select the desired algorithm (DFS or Dijkstra) from the dropdown.
- Click the "Find Path" button to find and animate the path.
- 4. **Undo/Redo Actions**
- Use the "Undo" and "Redo" menu items to undo or redo the last action.
- 5. **Setting Background Image**
- Use the "Open Background Image" menu item to load a background image.
- 6. **Clearing the Graph**
- Use the "Clear" menu item to clear all nodes and edges.
- ## Dependencies
- Java Development Kit (JDK) 8 or higher
- Swing framework (part of the JDK)
- ## Running the Application

Compile and run the application using your preferred Java IDE or command line. The main class is `GraphVisualizer`.

javac newpackage/*.java java newpackage.GraphVisualizer

Enjoy using GraphVisualizer to create and explore graph structures!

CODE:

1. GraphPanel Class:

```
package newpackage;
import java.awt.*;
import java.awt.event.MouseAdapter;
import java.awt.event.MouseEvent;
import java.awt.image.BufferedImage;
import java.util.ArrayList;
import java.util.Arrays;
import java.util.Collections;
import java.util.Comparator;
import java.util.List;
import java.util.PriorityQueue;
import java.util.Stack;
import javax.swing.*;
public class GraphPanel extends JPanel {
  private List<Node> nodes:
  private List<Edge> edges;
  private BufferedImage backgroundImage;
  private boolean addNodesEnabled;
  private javax.swing.Timer traversalTimer;
  private Point traversalPoint;
  private List<Integer> traversalPath;
  private int traversalIndex;
  private double traversalProgress
  private Stack<Action> undoStack:
  private Stack<Action> redoStack:
  public GraphPanel() {
    this.nodes = new ArrayList<>():
    this.edges = new ArrayList<>();
    this.traversalPoint = null;
    this.traversalPath = new ArrayList<>();
    this.undoStack = new Stack<>();
    this.redoStack = new Stack<>();
    setPreferredSize(new Dimension(600, 400));
    addMouseListener(new MouseAdapter() {
       @Override
       public void mouseClicked(MouseEvent e) {
         if (addNodesEnabled) {
            Node newNode = new Node(e.getX(), e.getY(),
String.valueOf(nodes.size() + 1));
            addNode(newNode);
            undoStack.push(new AddNodeAction(newNode));
            redoStack.clear();
           repaint():
    });
  public void startTraversal() {
    if (traversalPath.size() < 2) {
       JOptionPane.showMessageDialog(null, "Traversal path must contain
at least two nodes.");
      return:
    traversalIndex = 0;
    traversalProgress = 0.0;
    traversalPoint = null;
    if (traversalTimer != null && traversalTimer.isRunning()) {
      traversalTimer.stop();
```

```
traversalTimer = new javax.swing.Timer(30, e -> {
       traversalProgress += 0.02;
       if (traversalProgress >= 1.0) {
          traversalProgress = 0.0;
         traversalIndex = (traversalIndex + 1) % (traversalPath.size() - 1);
       int fromIndex = traversalPath.get(traversalIndex);
       int toIndex = traversalPath.get(traversalIndex + 1);
       if (isEdgeExist(fromIndex, toIndex)) {
         Node traversalStart = nodes.get(fromIndex);
         Node traversalEnd = nodes.get(toIndex);
         int x = (int) (traversalStart.x + traversalProgress * (traversalEnd.x -
traversalStart.x));
         int y = (int) (traversalStart.y + traversalProgress * (traversalEnd.y -
traversalStart.y));
         traversalPoint = new Point(x, y);
         repaint(); // Repaint the panel to show updated traversal point
       } else {
         traversalTimer.stop();
          JOptionPane.showMessageDialog(null, "Edge does not exist
between selected nodes.");
    traversalTimer.start():
  private boolean isEdgeExist(int fromIndex, int toIndex) {
    for (Edge edge : edges) {
       if ((edge.from == nodes.get(fromIndex) && edge.to ==
nodes.get(toIndex)) ||
            (edge.from == nodes.get(toIndex) && edge.to ==
 nodes.get(fromIndex))) {
         return true:
     return false;
  public void addNode(Node node) {
    nodes.add(node);
     repaint();
  public void removeNode(Node node) {
    nodes.remove(node):
     repaint();
  public void addEdge(Edge edge) {
     edges.add(edge);
     repaint();
  public void removeEdge(Edge edge) {
     edges.remove(edge);
    repaint();
  public void addEdgeByIndices(int fromIndex, int toIndex) {
    if (fromIndex >= 0 && fromIndex < nodes.size() && toIndex >= 0 &&
toIndex < nodes.size()) {
       Edge newEdge = new Edge(nodes.get(fromIndex)
nodes.get(toIndex));
       addEdge(newEdge);
```

```
undoStack.push(new AddEdgeAction(newEdge));
       JOptionPane.showMessageDialog(null, "Node indices out of
bounds.");
  public void setBackgroundImage(BufferedImage image) {
    this.backgroundImage = image;
     repaint();
   public void setAddNodesEnabled(boolean enabled) {
     this.addNodesEnabled = enabled;
  public void clear() {
    nodes.clear():
     edges.clear();
     backgroundImage = null;
     traversalPoint = null;
     traversalPath.clear();
     traversalProgress = 0.0;
     if (traversalTimer != null && traversalTimer.isRunning()) {
       traversalTimer.stop();
     undoStack.clear();
     redoStack.clear():
    repaint();
  // Action interface and concrete actions for undo/redo
  private interface Action {
    void undo();
     void redo();
  private class AddNodeAction implements Action {
    private Node node;
     AddNodeAction(Node node) {
       this.node = node;
     @Override
     public void undo() {
       removeNode(node)
     @Override
    public void redo() {
       addNode(node);
   private class AddEdgeAction implements Action {
    private Edge edge;
     AddEdgeAction(Edge edge) {
       this.edge = edge;
     @Override
     public void undo() {
       removeEdge(edge);
```

```
@Override
    public void redo() {
      addEdge(edge);
 public void undo() {
    if (!undoStack.isEmpty()) {
      Action action = undoStack.pop();
      action.undo();
      redoStack.push(action);
      repaint();
 public void redo() {
    if (!redoStack.isEmpty()) {
      Action action = redoStack.pop();
      action.redo();
      undoStack.push(action);
      repaint();
 public void findAndSetPathDFS(int startNodeIndex, int endNodeIndex) {
    if (startNodeIndex < 0 || startNodeIndex >= nodes.size() || endNodeIndex
< 0 || endNodeIndex >= nodes.size()) {
      JOptionPane.showMessageDialog(null, "Invalid node indices.");
    Node startNode = nodes.get(startNodeIndex);
    Node endNode = nodes.get(endNodeIndex);
    boolean[] visited = new boolean[nodes.size()];
    List<Integer> path = new ArrayList<>();
    Stack<Integer> stack = new Stack<>();
    stack.push(startNodeIndex);
    visited[startNodeIndex] = true;
    boolean found = false;
    outer:
    while (!stack.isEmpty()) {
  int currentNodeIndex = stack.peek();
      if (currentNodeIndex == endNodeIndex) {
         found = true;
         break;
      List<Integer> neighbors = getNeighbors(currentNodeIndex);
      hoolean allVisited = true:
      for (int neighbor : neighbors) {
         if (!visited[neighbor]) {
           stack.push(neighbor);
           visited[neighbor] = true;
           path.add(neighbor);
           allVisited = false;
           break:
      if (allVisited)
         stack.pop()
    if (found) {
```

```
path.add(0, startNodeIndex);
        setTraversalPath(path);
     } else {
        JOptionPane.showMessageDialog(null, "Path not found.");
   private List<Integer> getNeighbors(int nodeIndex) {
     List<Integer> neighbors = new ArrayList<>();
     for (int i = 0; i < edges.size(); i++) {
       Edge edge = edges.get(i);
if (edge.from == nodes.get(nodeIndex)) {
          neighbors.add(nodes.indexOf(edge.to));
        } else if (edge.to == nodes.get(nodeIndex)) {
    neighbors.add(nodes.indexOf(edge.from));
     return neighbors;
   public void findAndSetPathDijkstra(int startNodeIndex, int endNodeIndex) {
   if (startNodeIndex < 0 || startNodeIndex >= nodes.size() || endNodeIndex <
0 || endNodeIndex >= nodes.size()) {
    JOptionPane.showMessageDialog(null, "Invalid node indices,"):
     return:
   Node startNode = nodes.get(startNodeIndex);
   Node endNode = nodes.get(endNodeIndex);
   // Initialize distances and predecessors
   double[] distances = new double[nodes.size()];
   int[] predecessors = new int[nodes.size()];
  PriorityQueue<Node> priorityQueue = new
PriorityQueue<>(Comparator.comparingDouble(n ->
 distances[nodes.indexOf(n)]));
   Arrays.fill(distances, Double.POSITIVE INFINITY);
   distances[startNodeIndex] = 0;
   predecessors[startNodeIndex] = -1;
   priorityQueue.add(startNode);
   while (!priorityQueue.isEmpty()) {
     Node currentNode = priorityQueue.poll();
int currentNodeIndex = nodes.indexOf(currentNode);
     if (currentNodeIndex == endNodeIndex) {
        break; // Found the shortest path to the end node
     List<Integer> neighbors = getNeighbors(currentNodeIndex);
     for (int neighborIndex : neighbors) {
        Node neighborNode = nodes.get(neighborIndex);
        double weight = 1; // Assuming all edges have weight = 1
        if (distances[currentNodeIndex] + weight < distances[neighborIndex]) {
          distances[neighborIndex] = distances[currentNodeIndex] + weight;
          predecessors[neighborIndex] = currentNodeIndex;
          priorityQueue.add(neighborNode);
  // Reconstruct the shortest path
  List<Integer> path = new ArrayList<>();
   for (int at = endNodeIndex; at != -1; at = predecessors[at]) {
     path.add(at);
   Collections.reverse(path);
  if (!path.isEmpty() && path.get(0) == startNodeIndex) {
```

```
setTraversalPath(path);
} else {
  JOptionPane.showMessageDialog(null, "Path not found.");
private void setTraversalPath(List<Integer> path) {
  this.traversalPath = path;
   startTraversal(); // Start traversal animation
private static class Node {
  int x, y;
String label;
  Node(int x, int y, String label) {
     this.x = x;
     this.y = y;
this.label = label;
private static class Edge {
  Node from, to:
  Edge(Node from, Node to) {
     this.from = from;
     this.to = to;
@Override
protected void paintComponent(Graphics g) {
    super.paintComponent(g);
  Graphics2D g2d = (Graphics2D) g;
  if (backgroundImage != null) {
     g2d.drawlmage(backgroundlmage, 0, 0, getWidth(), getHeight(), this);
  for (Edge edge : edges) {
     g2d.drawLine(edge.from.x, edge.from.y, edge.to.x, edge.to.y);
  for (Node node : nodes) {
     g2d.fillOval(node.x - 5, node.y - 5, 10, 10);
     g2d.drawString(node.label, node.x + 5, node.y - 5);
  if (traversalPoint != null) {
    g2d.setColor(Color.RED);
     g2d.fillOval(traversalPoint.x - 5, traversalPoint.y - 5, 10, 10);
public static void main(String[] args) {
  SwingUtilities.invokeLater(() -> {
     JFrame frame = new JFrame("Graph Panel");
     frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
     frame.getContentPane().add(new GraphPanel());
     frame.pack():
     frame.setVisible(true):
  });
```

2. GraphVisualizer Class:

```
package newpackage;
import javax.swing.*:
import java.awt.*:
import java.awt.event.*;
import java.awt.image.BufferedImage;
import java.io.File;
import java.io.IOException;
import javax.imageio.lmageIO;
public class GraphVisualizer extends JFrame {
  private GraphPanel graphPanel;
  private JTextField edgeStartField:
  private JTextField edgeEndField:
  private JButton addEdgeButton;
  private JCheckBoxMenuItem enableAddNodesMenuItem;
  private JTextField startNodeField;
  private JTextField endNodeField:
  private JButton findPathButton;
  private JMenuItem undoMenuItem;
  private JMenuItem redoMenuItem;
  private JComboBox<String> algorithmComboBox;
  public GraphVisualizer() {
    graphPanel = new GraphPanel():
     add(graphPanel, BorderLayout.CENTER); // Add graphPanel to the center
     setTitle("Graph Visualizer");
     setSize(800, 600);
     setDefaultCloseOperation(JFrame.EXIT_ON CLOSE);
     setLocationRelativeTo(null);
     JMenuBar menuBar = new JMenuBar();
     setJMenuBar(menuBar):
     JMenu fileMenu = new JMenu("File"):
     menuBar.add(fileMenu):
     JMenuItem openBackgroundMenuItem = new JMenuItem("Open Background
Image");
    fileMenu.add(openBackgroundMenuItem);
     openBackgroundMenuItem.addActionListener(new ActionListener() {
       @Override
       public void actionPerformed(ActionEvent e) {
         JFileChooser fileChooser = new JFileChooser();
         int result = fileChooser.showOpenDialog(GraphVisualizer.this);
         if (result == JFileChooser.APPROVE_OPTION) {
           File selectedFile = fileChooser.getSelectedFile();
              BufferedImage backgroundImage = ImageIO.read(selectedFile):
              graphPanel.setBackgroundImage(backgroundImage);
           } catch (IOException ex) {
              JOptionPane.showMessageDialog(GraphVisualizer.this, "Error loading
image: " + ex.getMessage());
```

```
JMenuItem clearMenuItem = new JMenuItem("Clear");
    fileMenu.add(clearMenuItem):
    clearMenuItem.addActionListener(new ActionListener() {
      @Override
      public void actionPerformed(ActionEvent e) {
         graphPanel.clear();
    JMenu editMenu = new JMenu("Edit"):
    menuBar.add(editMenu):
    enableAddNodesMenuItem = new JCheckBoxMenuItem("Enable Add Nodes"):
    editMenu.add(enableAddNodesMenuItem):
    enableAddNodesMenuItem.addItemListener(new ItemListener() {
      @Override
      public void itemStateChanged(ItemEvent e) {
graphPanel.setAddNodesEnabled(enableAddNodesMenuItem.isSelected());
    undoMenuItem = new JMenuItem("Undo");
    editMenu.add(undoMenuItem);
    undoMenuItem.addActionListener(new ActionListener() {
      @Override
      public void actionPerformed(ActionEvent e) {
         graphPanel.undo();
    });
    redoMenuItem = new JMenuItem("Redo");
    editMenu.add(redoMenuItem);
    redoMenuItem.addActionListener(new ActionListener() {
      @Override
      public void actionPerformed(ActionEvent e) {
         graphPanel.redo();
    JPanel controlPanel = new JPanel():
    controlPanel.setLayout(new FlowLayout(FlowLayout.RIGHT)); // Align
components to the right
    algorithmComboBox = new JComboBox<>(new String[]{"DFS", "Dijkstra"});
    controlPanel.add(new JLabel("Algorithm:"));
    controlPanel.add(algorithmComboBox);
    edgeStartField = new JTextField(5);
    edgeEndField = new JTextField(5):
    addEdgeButton = new JButton("Add Edge");
    controlPanel.add(new JLabel("Edge from:"));
    controlPanel.add(edgeStartField);
    controlPanel.add(new JLabel("Edge to:"));
    controlPanel.add(edgeEndField);
    controlPanel add(addEdgeButton):
    addEdgeButton.addActionListener(new ActionListener() {
```

```
@Override
       public void actionPerformed(ActionEvent e) {
            int fromIndex = Integer.parseInt(edgeStartField.getText()) - 1;
            int toIndex = Integer.parseInt(edgeEndField.getText()) - 1;
            graphPanel.addEdgeByIndices(fromIndex, toIndex);
         } catch (NumberFormatException ex) {
            JOptionPane.showMessageDialog(GraphVisualizer.this, "Please enter
valid node indices."):
    });
     startNodeField = new JTextField(5):
     endNodeField = new JTextField(5);
     findPathButton = new JButton("Find Path");
     controlPanel.add(new JLabel("Start Node:")):
     controlPanel.add(startNodeField);
     controlPanel.add(new JLabel("End Node:"));
     controlPanel.add(endNodeField):
     controlPanel.add(findPathButton);
     findPathButton.addActionListener(new ActionListener() {
       @Override
       public void actionPerformed(ActionEvent e) {
            int startNodeIndex = Integer.parseInt(startNodeField.getText()) - 1;
             int endNodeIndex = Integer.parseInt(endNodeField.getText()) - 1;
            if ("DR5" equals(algorithmComboBox.getSelectedItem())) {
    graphPanel.findAndSetPathDFS(startNodeIndex, endNodeIndex);
            } else if ("Dijkstra".equals(algorithmComboBox.getSelectedItem())) {
              graphPanel.findAndSetPathDijkstra(startNodeIndex, endNodeIndex);
         } catch (NumberFormatException ex) {
            JOptionPane.showMessageDialog(GraphVisualizer.this, "Please enter
valid node indices."):
    });
     controlPanel.add(new JLabel("Algorithm:"));
     controlPanel.add(algorithmComboBox):
     add(controlPanel, BorderLayout.SOUTH); // Add controlPanel to the bottom
     pack(); // Adjust frame size to fit contents
   public static void main(String[] args) {
     SwingUtilities.invokeLater(new Runnable() {
       @Override
       public void run() {
          new GraphVisualizer().setVisible(true);
    });
```

3. NODE CLASS:

```
package newpackage;
public class Edge {
 Node from, to;
  public Edge(Node from, Node to) {
   this.from = from;
   this.to = to;
   4. EDGE CLASS:
package newpackage;
public class Node {
 int x, y;
 String label;
  public Node(int x, int y, String label) {
   this.x = x;
   this.y = y;
   this.label = label;
```