

AV499 - AVD871 - Programming assignment 1

Out : 4/1/2019

Due : 11/1/2019

- 1) Find out what a graph (computer science context) is.
- 2) How will you represent a graph in a computer program? Do you think you can use a matrix to represent a graph?
- 3) Find out what a weighted graph is. Can you use a matrix to represent a weighted graph?
- 4) Read about Dijkstra's algorithm from Wikipedia.
- 5) Implement Dijkstra's algorithm to find the shortest path from S to D for the weighted graph shown below.

