**Map Simulator**

***Dijkstra’s Algorithm***

Dijkstra's algorithm (named after it’s discover, E.W. Dijkstra) solves the problem of finding the shortest path from a point in a graph (the source) to a destination. It turns out that one can find the shortest paths from a given source to all points in a graph in the same time, hence this problem is sometimes called the single-source shortest paths problem.

**Features of Optimal Path Finder and Map Simulator:-**

1. **Shortest route from one place to another based on distance and traffic**
2. **To report connection changes from place A to B**
3. **To display shortest route to place via public transport**
4. **Traveller or Travelers which have to visit places**
5. **Look for popular places or insert**