

**Laporan Tugas Kecil 3 Strategi Algoritma IF2211**  
**Implementasi Algoritma A\* untuk Menentukan Lintasan**  
**Terpendek**



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## A. Algoritma A\*

Algoritma A\* adalah sebuah algoritma pencarian *path* atau jalan terpendek dari suatu titik ke titik lain dan merupakan algoritma yang optimal di antara algoritma pencarian jalan lainnya tetapi dengan biaya waktu yang cukup mahal dengan kompleksitas waktu berupa  $O(b^d)$ . Algoritma ini merupakan algoritma *Informed Search* yang artinya goal state dari sebuah masalah sudah diberikan terlebih dahulu untuk membantu dalam pencarian dan diformulasikan dalam bentuk graf berbobot. Pencarian ini juga didasari oleh pendekatan heuristik sehingga optimal.

Cara kerja algoritma ini dimulai dari node awal tertentu dari sebuah grafik, dengan tujuan untuk menemukan jalur ke node tujuan tertentu yang memiliki biaya terkecil (jarak tempuh terkecil, waktu terpendek, dll.). Ini dilakukan dengan memperhitungkan setiap sisi pada simpul awal dan memperluas jalur tersebut ke sisi lainnya pada satu waktu hingga *goal state* nya terpenuhi.

Pada setiap iterasi dari loop utamanya, A\* perlu menentukan jalur mana yang akan diperpanjang. Hal tersebut dilakukan dengan mempertimbangkan bobot dari suatu sisi dan perkiraan biaya yang diperlukan untuk memperluas jalur sampai ke tujuan. Secara khusus, A \* memilih jalur yang diminimalkan menggunakan rumus

$$f(n) = g(n) + h(n)$$

dimana n adalah node berikutnya pada jalur,  $g(n)$  adalah biaya jalur dari node awal ke n, dan  $h(n)$  adalah fungsi heuristik yang memperkirakan biaya jalur terkecil dari n ke tujuan. Algoritma ini berhenti ketika jalur yang dipilih untuk diperluas adalah jalur dari awal ke tujuan atau jika tidak ada jalur yang memenuhi syarat untuk dilanjutkan pencarinya. Sedangkan untuk  $h(n)$  merupakan fungsi yang bergantung pada permasalahan yang ingin diselesaikan, jika sebuah permasalahan tidak dapat dicari pemecahan masalahnya menggunakan pendekatan heuristic maka  $h(n)$  adalah 0.

## B. Source Code Program (C#)

### Graph.cs

```
using System;
using System.Collections.Generic;
using System.Linq;

namespace ABintang
{
    class Graph
    {
        private int v; // Jumlah Node pada suatu graph

        //Struktur data Array of List
        public List<double>[] adj;

        /// <summary>
        /// Konstruktor
        /// </summary>
        public Graph(int v)
        {
            V = v;
            adj = new List<double>[v];
            for (int i = 0; i < v; ++i)
            {
                adj[i] = new List<double>();
                for(int j = 0; j < v; j++)
                {
                    adj[i].Add(0);
                }
            }
        }
    }
}
```

```

/// <summary>
/// Fungsi untuk membuat graph dari input dan sort secara alphabetical agar terurut
/// </summary>
public void InputGraph(List<List<Point>> DataNode, Dictionary<int, Point> Kamus)
{
    foreach (var line in DataNode)
    {
        AddEdge(Kamus.FirstOrDefault(x => x.Value == line[0]).Key, Kamus.FirstOrDefault(x => x.Value == line[1]).Key, Kamus);
    }
}

/// <summary>
/// Fungsi untuk menambah simpul pada graf
/// </summary>
void AddEdge(int v, int w, Dictionary<int, Point> Kamus)
{
    //JANGAN LUPA
    adj[v][w] = JarakEuclidian(TranslateToPoint(Kamus, v), TranslateToPoint(Kamus, w)); // Add w to v's list.
    adj[w][v] = JarakEuclidian(TranslateToPoint(Kamus, v), TranslateToPoint(Kamus, w)); // Add w to v's list.
}

/// <summary>
/// Menghitung jarak Haversine (penghitungan anti-flat earther)
/// </summary>
public double JarakEuclidian(Point a, Point b)
{
    //double dX = Math.Abs(a.Getlat() - b.Getlat());
    //double dY = Math.Abs(a.Getlongt() - b.Getlongt());
    //return (Math.Sqrt(dX * dX + dY * dY));

    double dLat = this.toRadian(b.Getlat() - a.Getlat());
    double dLon = this.toRadian(b.Getlongt() - a.Getlongt());
    double x = Math.Sin(dLat / 2) * Math.Sin(dLat / 2) +
}

```

```

        Math.Cos(this.toRadian(a.Getlat())) * Math.Cos(this.toRadian(b.Getlat())) *
        Math.Sin(dLon / 2) * Math.Sin(dLon / 2);
    double c = 2 * Math.Asin(Math.Min(1, Math.Sqrt(x)));
    double d = 6371 * c;

    return d;
}
/// <summary>
/// Konversi double ke Radian
/// </summary>
private double toRadian(double val)
{
    return (Math.PI / 180) * val;
}
/// <summary>
/// Konversi Integer ke Pointnya sesuai Kamus
/// </summary>
public Point TranslatetoPoint(Dictionary<int, Point> kamus, int x)
{
    return kamus.ElementAt(x).Value;
}
/// <summary>
/// Konversi Point ke Integernya sesuai Kamus
/// </summary>
public int TranslatetoInt(Dictionary<int, Point> kamus, Point y)
{
    return kamus.FirstOrDefault(x => x.Value == y).Key;
}
public Point TranslatetoName(Dictionary<int, Point> kamus, string name)
{
    Point p = new Point();
    foreach (var entry in kamus)
    {

```

```

        if (entry.Value.Getname()==name)
        {
            p = entry.Value;
            return p;
        }
    }
    return p;
}

/// <summary>
/// Algoritma utama A* shortest path
/// </summary>
public List<Point> ABintangShortestPath(Dictionary<int, Point> kamus, Point start, Point target)
{
    Node start_node = new Node(9999, TranslatetoInt(kamus, start));
    Node end_node = new Node(9999, TranslatetoInt(kamus, target));
    //Inisialisasi Node Open dan Close
    List<Node> open = new List<Node>();
    List<Node> close = new List<Node>();
    List<Point> path2 = new List<Point>();
    open.Add(start_node);
    while (open.Count > 0)
    {
        Node current_node = open[0];
        foreach(Node n in open)
        {
            if (n.Getfn() < current_node.Getfn())
            {
                current_node = n;
            }
        }

        close.Add(current_node);
    }
}

```

```

open.Remove(current_node);

//Kalau targetnya ketemu
if (current_node == end_node)
{
    List<int> path = new List<int>();
    int current = current_node.Getposition();
    while (current != 9999)
    {
        path.Add(current);
        current = current_node.Getparent();
        foreach (Node x in close)
        {
            //Console.WriteLine(x.Getposition());
            if (x.Getposition() == current_node.Getparent() && current != 9999)
            {
                current_node = x;
            }
        }
    }
    Console.WriteLine("length path :" + path.Count);
    path.Reverse();
    for(int i=0; i < path.Count; i++)
    {
        path2.Add(TranslatetoPoint(kamus, path[i]));
    }
    return path2;
}

List<Node> children = new List<Node>();
for (int i = 0; i < V; i++)
{
    if(adj[current_node.Getposition()][i] != 0){

```

```

        Node new_node = new Node(current_node.Getposition(), i);
        children.Add(new_node);
    }
}

foreach (var child in children)
{
    if (close.Any(x => x.Getposition() == child.Getposition()))
        continue;

    child.Setgn(adj[current_node.Getposition()][child.Getposition()]);
    child.Sethn(JarakEuclidian(TranslateToPoint(kamus, child.Getposition()), target));
    child.Setfn(child.Getgn() + child.Gethn());

    //Apabila simpul anak ternyata sudah ada di list Open dan g(n) x lebih besar dari g(n) simpul anaknya
    if (open.Any(x => x.Getposition() == child.Getposition() && x.Getgn() > child.Getgn()))
        continue;

    open.Add(child);
}
//Tidak ketemu target
return path2;
}

/// <summary>
/// Algoritma untuk menghitung jarak dari simpul awal ke simpul tujuan A*
/// </summary>
public double HitungJarak(Dictionary<int, Point> kamus, List<Point> path)
{
    double jarak = 0;
    for(int i = 0; i < path.Count-1; i++)
    {

```

```
        jarak += adj[TranslatetoInt(kamus, path[i])][TranslatetoInt(kamus, path[i+1])];
    }
    return jarak;
}
}
```

## Point.cs

```
/// <summary>
/// Kelas untuk menampung nama dan posisi point
/// </summary>
class Point
{
    private double lat;
    private double longt;
    private string name;
    /// <summary>
    /// Konstruktor
    /// </summary>
    public Point()
    {
        lat = 0;
        longt = 0;
        name = "NONAME";
    }
    /// <summary>
    /// Konstruktor berparameter point
    /// </summary>
    public Point(double lat, double longt, string name)
    {
        this.lat = lat;
        this.longt = longt;
        this.name = name;
    }
}
```

```
}

//getter
public double Getlat(){return lat;}
public double Getlongt(){return longt;}
public string Getname(){return name;}
//setter
public void Setlat(double _lat){lat = _lat;}
public void Setlongt(double _longt){longt = _longt;}
public void Setname(string _name){name = _name;}
//operator overloading
public static bool operator == (Point p1, Point p2){return (p1.lat == p2.lat && p1.longt == p2.longt && p1.name == p2.name);}
public static bool operator != (Point p1, Point p2){return (p1.lat!=p2.lat || p1.longt != p2.longt || p1.name != p2.name);}
public bool Equals(Point p2){return (this.lat == p2.lat && this.longt == p2.longt && this.name == p2.name);}
}
```

## Program.cs

```
static class Program
{
    /// <summary>
    /// The main entry point for the application.
    /// </summary>
    [STAThread]
    static void Main()
    {
        Application.EnableVisualStyles();
        Application.SetCompatibleTextRenderingDefault(false);
        Application.Run(new Form1());
    }
}
```

## Input.cs

```
using System;
using System.Collections.Generic;
```

```

using System.Linq;
using System.Globalization;

namespace ABintang{
    class Input
    {
        public Dictionary<int, Point> Kamus;
        public List<List<Point>> DataNode;
        public int nodeinp;
        public List<List<String>> Data;
        public List<List<int>> hubungan;
        public List<List<string>> temp_bracket;
        /// <summary>
        /// Konstruktor berparameter filename
        /// </summary>
        public Input(string filename)
        {
            Data = FileInput(filename); //list berisi string point
            DataNode = FilePoint(Data); //list berisi point source ke point target
            Kamus = KamusData(DataNode); //Kamus berisi integer dan poinnya
            nodeinp = Kamus.Count;
        }
        public Input()
        {
            Data = new List<List<string>>();
            hubungan = new List<List<int>>();
            DataNode = new List<List<Point>>();
            nodeinp = 0;
            Kamus = new Dictionary<int, Point>();
        }
        /// <summary>
        /// Menghasilkan List of string berisi data point dalam string
        /// </summary>
        private List<List<string>> FileInput(string filename)
        {
            List<List<string>> bracket = new List<List<string>>();
            temp_bracket = new List<List<string>>();

```

```

// Read each line of the file into a string array. Each element
// of the array is one line of the file.
string[] lines = System.IO.File.ReadAllLines(filename);
hubungan = new List<List<int>>();
// Display the file contents by using a foreach loop.
int i = 0;
int jumlah_node = 0;
foreach (string line in lines)
{
    if (i != 0)
    {
        if (i > jumlah_node)
        {
            List<string> line2 = line.Split(' ').ToList();
            List<int> baris = line2.Select(s => Convert.ToInt32(s)).ToList();
            hubungan.Add(baris);
            i++;
        }
        else
        {
            List<string> line2 = line.Split(' ').ToList();
            temp_bracket.Add(line2);
            i++;
        }
    }
    else
    {
        jumlah_node = Convert.ToInt32(line);
        i++;
    }
    // Use a tab to indent each line of the file.
}
for (int a = 0; a < hubungan.Count; a++)
{
    for (int b = 0; b < a; b++)
    {
        if (hubungan[a][b] == 1)

```

```

    {
        var row = new List<string>();
        row.Add(temp_bracket[b][0]);
        row.Add(temp_bracket[b][1]);
        row.Add(temp_bracket[b][2]);
        row.Add(temp_bracket[a][0]);
        row.Add(temp_bracket[a][1]);
        row.Add(temp_bracket[a][2]);
        bracket.Add(row);
    }
}
return bracket;
}
/// <summary>
/// Menghasilkan List of Point berisi data point dalam Kelas Point
/// </summary>
private List<List<Point>> FilePoint(List<List<string>> fileinput)
{
    List<List<Point>> bracket = new List<List<Point>>();
    foreach (var line in fileinput)
    {
        List<Point> listofpoint = new List<Point>();
        Point source = new Point(Convert.ToDouble(line[0], CultureInfo.InvariantCulture), Convert.ToDouble(line[1],
CultureInfo.InvariantCulture), line[2]);
        Point target = new Point(Convert.ToDouble(line[3], CultureInfo.InvariantCulture), Convert.ToDouble(line[4],
CultureInfo.InvariantCulture), line[5]);
        listofpoint.Add(source);
        listofpoint.Add(target);
        bracket.Add(listofpoint);
    }
    return bracket;
}
/// <summary>
/// Mengecek apakah terdapat suatu Point di dalam list of Point
/// </summary>
private bool Contains(List<Point> bahanbaku, Point line)

```

```

{
    foreach (var x in bahanbaku)
    {
        if (x == line)
        {
            return true;
        }
    }
    return false;
}
/// <summary>
/// Menghasilkan Map berisi korelasi antara integer dan Point
/// </summary>
private Dictionary<int, Point> KamusData(List<List<Point>> bracket)
{
    List<Point> bahanbaku = new List<Point>();
    foreach (var line in bracket)
    {
        if (!Contains(bahanbaku, line[0]))
        {
            //Cek apakah elemen ke 0 dari tiap line sudah ada di bahanbaku
            bahanbaku.Add(line[0]);
        }
        if (!Contains(bahanbaku, line[1]))
        {
            //Cek apakah elemen ke 1 dari tiap line sudah ada di bahanbaku
            bahanbaku.Add(line[1]);
        }
    }
    //Himpunan bahanbaku sudah siap
    //Masukkan jumlah node ke variabel static global node

    /*Tahap Pembuatan Dictionary*/
    Dictionary<int, Point> kamus = new Dictionary<int, Point>();
    int i = 0;
    foreach (var elemen in bahanbaku)
    {

```

```

        kamus.Add(i, elemen);
        i++;
    }
    return kamus;
}

public Point GetMiddleCoords()
{
    Double maxlat = Kamus.First().Value.Getlat();
    Double maxlongt = Kamus.First().Value.Getlongt();
    Double minlat = Kamus.First().Value.Getlat();
    Double minlongt = Kamus.First().Value.Getlongt();
    foreach (var entry in Kamus)
    {
        if (entry.Value.Getlat() > maxlat) { maxlat = entry.Value.Getlat(); }
        if (entry.Value.Getlongt() > maxlongt) { maxlongt = entry.Value.Getlongt(); }
        if (entry.Value.Getlat() < minlat) { minlat = entry.Value.Getlat(); }
        if (entry.Value.Getlongt() < minlongt) { minlongt = entry.Value.Getlongt(); }
    }
    Double lat = minlat + (maxlat - minlat) / 2;
    Double longt = minlongt + (maxlongt - minlongt) / 2;
    Point temp = new Point(lat, longt, "COORDS");
    return temp;
}

/// <summary>
/// Check if there is duplicate of name in Kamus
/// </summary>
/// <param name="name"></param>
/// <returns> True if exists duplicate, else false </returns>
public Boolean CheckDuplName(string name)
{
    if (Kamus.Count() > 0)
    {
        foreach (var entry in Kamus)
        {
            if (entry.Value.Getname() == name) { return true; }
    }
}

```

```

        }
    }
    return false;
}

public void AddKamusData(double lat, double lng, string name)
{
    Point temp = new Point(lat, lng, name);
    Kamus.Add(nodeinp, temp);
    if (nodeinp == 0)
    {
        List<int> temp2 = new List<int>();
        temp2.Add(0);
        hubungan.Add(temp2);
    }
    else //kalau node > 0
    {
        List<int> temp2 = new List<int>();
        for (int i = 0; i < nodeinp; i++)
        {
            hubungan[i].Add(0);
            temp2.Add(0);
        }
        temp2.Add(0);
        hubungan.Add(temp2);
    }
    nodeinp++;
}
/// <summary>
/// Membersihkan class input
/// </summary>
public void ClearInputClass()
{
    Kamus.Clear();
    DataNode.Clear();
    nodeinp = 0;
    Data.Clear();
}

```

```

        hubungan.Clear();
    }
    /// <summary>
    /// Print adjacency Matrix
    /// </summary>
    /// <returns> string with newline, contents of adj matrix </returns>
public string CheckAdjMatrix()
{
    string temp = "";
    foreach (var x in Kamus)
    {
        temp += x.Value.Getname();
        temp += " ";
    }
    temp += "\n";
    foreach (var x in hubungan)
    {
        foreach (var y in x)
        {
            temp += y;
            temp += " ";
        }
        temp += "\n";
    }
    return temp;
}
/// <summary>
/// Mengecek apakah terdapat sisi diantara 2 node
/// </summary>
/// <param name="a">nama node 1</param>
/// <param name="b">nama node 2</param>
/// <returns>jika ada true, else false</returns>
public Boolean IsSisiAda(string a, string b)
{
    int n1 = Kamus.FirstOrDefault(x => x.Value.Getname() == a).Key;
    int n2 = Kamus.FirstOrDefault(x => x.Value.Getname() == b).Key;
    if (hubungan[n1][n2]==1) { return true; }
}

```

```

        return false;
    }
    public void AddSisi(string a, string b)
    {
        int n1 = Kamus.FirstOrDefault(x => x.Value.Getname() == a).Key;
        int n2 = Kamus.FirstOrDefault(x => x.Value.Getname() == b).Key;
        hubungan[n1][n2] = 1;
        hubungan[n2][n1] = 1;
    }
    public List<List<int>> IterasiAdjList()
    {
        List<List<int>> retval = new List<List<int>>();
        List<int> temp;
        for (int i=0; i<nodeinp; i++)
        {
            for (int j=nodeinp-1; j>i; j--)
            {
                temp = new List<int>();
                if (hubungan[i][j] == 1)
                {
                    temp.Add(i);
                    temp.Add(j);
                    retval.Add(temp);
                }
            }
        }
        return retval;
    }
}

```

Node.cs

```

namespace ABintang
{
    /// <summary>

```

```
/// Node untuk mengandung properti dari A* berupa g(n), h(n), dan f(n)
/// </summary>
class Node
{
    private int parent;
    private int position;
    private double gn;
    private double hn;
    private double fn;

    /// <summary>
    /// Konstruktor
    /// </summary>
    public Node()
    {
        parent = 9999;
        position = 9999;
        gn = 0;
        hn = 0;
        fn = 0;
    }
    /// <summary>
    /// Konstruktor berparameter parent dan pointnya
    /// </summary>
    public Node(int _parent, int _position)
    {
        parent = _parent;
        position = _position;
        gn = 0;
        hn = 0;
        fn = 0;
    }
    //getter
    public int Getparent(){return parent;}
    public int Getposition(){return position;}
    public double Getgn(){return gn;}
    public double Gethn(){return hn;}
```

```

    public double Getfn(){return fn;}
    //setter
    public void Setparent(int _parent){parent = _parent;}
    public void Setposition(int _position){position = _position;}
    public void Setgn(double _gn){gn = _gn;}
    public void Sethn(double _hn){hn = _hn;}
    public void Setfn(double _fn){fn = _fn;}
    //operator overloading
    public static bool operator ==(Node n1, Node n2){return (n1.position == n2.position);}
    public static bool operator !=(Node n1, Node n2){return (n1.position != n2.position);}
    public bool Equals (Node n2){return (this.position == n2.position);}
}
}

```

## GmapMarkerWithLabel.cs

```

using System.Drawing;
using GMap.NET.WindowsForms.Markers;
using GMap.NET.WindowsForms;
using System.Runtime.Serialization;
using GMap.NET;

namespace ABintang
{
    public class GmapMarkerWithLabel : GMapMarker, ISerializable
    {
        private Font font;
        private GMarkerGoogle innerMarker;

        public string Caption;

        public GmapMarkerWithLabel(PointLatLng p, string caption, GMarkerGoogleType type)
            : base(p)
    }
}

```

```

{
    font = new Font("Arial", 14);
    innerMarker = new GMarkerGoogle(p, type);

    Caption = caption;
}

public override void OnRender(Graphics g)
{
    if (innerMarker != null)
    {
        innerMarker.OnRender(g);

        g.DrawString(Caption, font, Brushes.Black, new PointF(0.0f, innerMarker.Size.Height));
    }
}

public override void Dispose()
{
    if (innerMarker != null)
    {
        innerMarker.Dispose();
        innerMarker = null;
    }

    base.Dispose();
}

#region ISerializable Members

void ISerializable.GetObjectData(SerializationInfo info, StreamingContext context)
{
    base.GetObjectData(info, context);
}

```

```
protected GmapMarkerWithLabel(SerializationInfo info, StreamingContext context)
    : base(info, context)
{
}

#endregion
}
```

## Form1.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Globalization;
using System.Text;
using System.IO;
using System.Threading.Tasks;
using System.Windows.Forms;
using GMap.NET.WindowsForms.Markers;
using GMap.NET.WindowsForms;
using GMap.NET.MapProviders;
using GMap.NET;

namespace ABintang
{
```

```
public partial class Form1 : Form
{
    private List<PointLatLng> _points;
    //private Button currentButton;
    private Input input;
    private Graph g;
    // private Microsoft.Msagl.GraphViewerGdi.GraphRenderer renderer;
    //private Microsoft.Msagl.GraphViewerGdi.GViewer viewer;
    private string filename;
    //private string algorithm = "null";
    private List<string> nodelist1;
    private List<string> nodelist2;
    private double latitude;
    private double longitude;
    private double zoom;
    private double latitude2;
    private double longitude2;
    private double zoom2;
    //private GMapOverlay overlayTemp;
    //private GMarkerGoogle markerTemp;
    private PointLatLng tempPoint;
    public Form1()
    {
        InitializeComponent();
        _points = new List<PointLatLng>();
        map.MapProvider = GMapProviders.BingOSMap;
        map2.MapProvider = GMapProviders.BingOSMap;
        map.DragButton = MouseButtons.Left;
        map2.DragButton = MouseButtons.Left;
        map.MinZoom = 5;
        map.MaxZoom = 100;
        map2.MinZoom = 5;
        map2.MaxZoom = 100;
```

```

nodelist1 = new List<string>();
nodelist2 = new List<string>();
tempPoint = new PointLatLng();
input = new Input();
}

private void splitContainer1_Panel1_Paint(object sender, PaintEventArgs e)
{
}

private void map_Load(object sender, EventArgs e)
{
    map.ShowCenter = false;
}

private void btnGetRouteInfo_Click(object sender, EventArgs e)
{
    if (!string.IsNullOrEmpty(comboStart.Text) && !string.IsNullOrEmpty(comboFinish.Text))
    {
        if (map.Overlays.Any(x => x.Id == "routes"))
        {
            GMapOverlay hapus = map.Overlays.First(x => x.Id == "routes");
            map.Overlays.Remove(hapus);
        }
        latitude = map.Position.Lat;
        longitude = map.Position.Lng;
        zoom = map.Zoom;

        label3.Text = "";
        AddPathSisi1();
        List<PointLatLng> points = new List<PointLatLng>();
    }
}

```

```

// buat variabel point, TranslatetoName() sama cek input

labelErrorRoute.Text = "";
List<Point> Solusi = g.ABintangShortestPath(input.Kamus, g.TranslatetoName(input.Kamus,
comboStart.SelectedItem.ToString(), g.TranslatetoName(input.Kamus, comboFinish.SelectedItem.ToString())));
for (int i = 0; i < Solusi.Count; i++)
{
    label3.Text += Solusi[i].Getname();
    points.Add(new PointLatLng(Solusi[i].Getlat(), Solusi[i].Getlongt()));
    if (i != Solusi.Count - 1)
    {
        label3.Text += " -> ";
    }
}
label3.Text += "\nJarak =";
label3.Text += Convert.ToString(g.HitungJarak(input.Kamus, Solusi));
label3.Text += " km";
GMapOverlay routes = new GMapOverlay("routes");
GMapRoute route = new GMapRoute(points, "rute");
route.Stroke = new Pen(Color.Red, 3);
routes.Routes.Add(route);
map.Overlays.Add(routes);

//GMapProvider.GoogleMap.ApiKey = AppConfig.Key;
map.DragButton = MouseButtons.Left;

map.Position = new PointLatLng(latitude, longitude);
map.MinZoom = 3;
map.MaxZoom = 100;
map.Zoom = zoom;
}
else
{

```

```

        labelErrorRoute.Text = "Node pair incomplete";
    }

}

private void BtnInputDir_Click(object sender, EventArgs e)
{
    if (ofd.ShowDialog() == DialogResult.OK)
    {
        filename = ofd.FileName;
        this.FileDir.Text = filename;
        // parse input
        input = new Input(filename);
        // initialize graph
        g = new Graph(input.nodeinp);
        g.InputGraph(input.DataNode, input.Kamus);
        //TODO
        //points.Add(_points[0]);
        //points.Add(_points[1]);
        map.Overlays.Clear();
        AddPathSisi1();
        foreach (var x in input.Kamus)
        {
            double lat2 = x.Value.Getlat();
            double longt2 = x.Value.Getlongt();
            PointLatLng point2 = new PointLatLng(lat2, longt2);
            GMarkerGoogle marker2 = new GMarkerGoogle(point2, GMarkerGoogleType.blue_dot);
            var addresses = GetAddress(point2);
            if (addresses != null)
            {
                marker2.ToolTipText = x.Value.Getname() + String.Join(", ", addresses.ToArray());
            }
            else

```

```

    {
        marker2.ToolTipText = x.Value.Getname();
    }
    //Create Overlay
    GMapOverlay markers2 = new GMapOverlay("markers");

    //Add all available markers to overlay
    markers2.Markers.Add(marker2);

    //Cover Map with Overlay
    map.Overlays.Add(markers2);
}
//GMapProvider.GoogleMap.ApiKey = AppConfig.Key;
map.DragButton = MouseButtons.Left;
//map.MapProvider = GMapProviders.BingOSMap;
double lat = input.GetMiddleCoords().Getlat();
double longt = input.GetMiddleCoords().Getlongt();
map.Position = new PointLatLng(lat, longt);
map.MinZoom = 3;
map.MaxZoom = 100;
map.Zoom = 16;

//Create Combobox of nodes
comboStart.Items.Clear();
comboFinish.Items.Clear();
foreach (var entry in input.Kamus)
{
    comboStart.Items.Add(entry.Value.Getname());
    comboFinish.Items.Add(entry.Value.Getname());
}
//comboStart.DataSource = nodelist1;
//comboFinish.DataSource = nodelist2;
}

```

```
}

private void splitContainer1_Panel2_Paint(object sender, PaintEventArgs e)
{
}

private void label3_Click(object sender, EventArgs e)
{
}

private void label4_Click(object sender, EventArgs e)
{
}

private void button2_Click(object sender, EventArgs e)
{
    //map2.DragButton = MouseButtons.Left;
    labelExport.Text = "";
    if (checkInputValid(txtLatitude.Text) && checkInputValid(txtLongitude.Text))
    {
        labelError2.Text = "";
        double lat = Convert.ToDouble(txtLatitude.Text);
        double lng = Convert.ToDouble(txtLongitude.Text);
        map2.Position = new PointLatLng(lat, lng);
        map2.MinZoom = 3;
        map2.MaxZoom = 100;
        map2.Zoom = 15;
        // inisialisasi input lagi tapi input kosong
    }
    else

```

```
        {
            labelError2.Text = "Wrong input";
        }

    }

    private void label6_Click(object sender, EventArgs e)
    {

    }

    // default Position
    private void button3_Click(object sender, EventArgs e)
    {
        labelExport.Text = "";
        map2.Position = new PointLatLng(-6.891235014541753, 107.61071274138624);
        map2.Zoom = 15;
    }

    private void textBox1_TextChanged_1(object sender, EventArgs e)
    {

    }

    private void gMapControl1_Load(object sender, EventArgs e)
    {
        map2.ShowCenter = false;
    }
    private Boolean checkInputValid(String input)
    {
        Double d;
        return Double.TryParse(input, out d);
    }
}
```

```

private void comboStart_SelectedIndexChanged(object sender, EventArgs e)
{
}

private void comboFinish_SelectedIndexChanged_1(object sender, EventArgs e)
{
}

private List<string> GetAddress(PointLatLng point)
{
    List<Placemark> placemarks = null;
    var statusCode = GMapProviders.GoogleMap.GetPlacemarks(point, out placemarks);
    if(/*statusCode == GeoCoderStatusCode.G_GEO_SUCCESS &&*/ placemarks!= null)
    {
        List<string> addresses = new List<string>();
        foreach(var placemark in placemarks)
        {
            addresses.Add(placemark.Address);
        }
        return addresses;
    }
    return null;
}

private void map2_Click(object sender, EventArgs e)
{
}

private void map2_MouseDoubleClick(object sender, MouseEventArgs e)

```

```

{
    if (e.Button == MouseButtons.Left)
    {
        //if (!newoverlay)
        //{
        //}

        latitude2 = map2.Position.Lat;
        longitude2 = map2.Position.Lng;
        zoom2 = map2.Zoom;
        map2.Overlays.Clear();
        AddPathSisi2();
        foreach (var x in input.Kamus)
        {
            double lat2 = x.Value.Getlat();
            double longt2 = x.Value.Getlongt();
            PointLatLng point2 = new PointLatLng(lat2, longt2);
            GMarkerGoogle marker2 = new GMarkerGoogle(point2, GMarkerGoogleType.blue_dot);
            var addresses = GetAddress(point2);
            if (addresses != null)
            {
                marker2.ToolTipText = x.Value.Getname() + String.Join(", ", addresses.ToArray());
            }
            else
            {
                marker2.ToolTipText = x.Value.Getname();
            }
            //Create Overlay
            GMapOverlay markers2 = new GMapOverlay("markers");
            //Add all available markers to overlay
            markers2.Markers.Add(marker2);
        }
    }
}

```

```

        //Cover Map with Overlay
        map2.Overlays.Add(markers2);
    }

    var point = map2.FromLocalToLatLng(e.X, e.Y);
    tempPoint = new PointLatLng(point.Lat, point.Lng);
    GMarkerGoogle markerTemp = new GMarkerGoogle(map2.FromLocalToLatLng(e.X, e.Y), GMarkerGoogleType.red_dot);
    GMapOverlay overlayTemp = new GMapOverlay("markers");
    overlayTemp.Markers.Add(markerTemp);
    map2.Overlays.Add(overlayTemp);
    //newoverlay = true;
    //map2.DragButton = MouseButtons.Left;

    map2.Position = new PointLatLng(latitude2, longitude2);
    map2.MinZoom = 3;
    map2.MaxZoom = 100;
    map2.Zoom = zoom2;
}
}

private void label12_Click(object sender, EventArgs e)
{
}

private void buttonExport_Click(object sender, EventArgs e)
{
    if (sfd.ShowDialog() == DialogResult.OK)
    {
        //Pass the filepath and filename to the StreamWriter Constructor
        StreamWriter sw = new StreamWriter(sfd.FileName);
        //Write a line of text

```

```

        sw.WriteLine(Convert.ToString(input.Kamus.Count));
        foreach (var a in input.Kamus)
        {
            sw.WriteLine(Convert.ToString(a.Value.Getlat() + " " + a.Value.Getlongt() + " " +
a.Value.Getname()).Replace(", ", "."));
        }
        for(int x = 0; x < input.hubungan.Count; x++)
        {
            for (int y = 0; y < input.hubungan.ElementAt(x).Count; y++)
            {
                sw.Write(Convert.ToString(input.hubungan.ElementAt(x).ElementAt(y)).Replace(", ", "."));
                if (y != input.hubungan.ElementAt(x).Count - 1)
                {
                    sw.Write(" ");
                }
            }
            if (x != input.hubungan.Count - 1)
            {
                sw.WriteLine();
            }
        }
        sw.Close();
        labelExport.Text = "File created.";
        input.ClearInputClass();
        map2.Overlays.Clear();
        comboNode1.Items.Clear();
        comboNode2.Items.Clear();
    }
}

private void buttonAddPointManual_Click(object sender, EventArgs e)
{

```

```

labelExport.Text = "";
if (!string.IsNullOrEmpty(textBoxPointName.Text))
{
    if (tempPoint == null)
    {
        labelErrorPoint.Text = "No point selected!";
    }
    else
    {
        if (input.CheckDuplName(textBoxPointName.Text) )
        {
            labelErrorPoint.Text = "There are already point with that name!";
        }
        else
        {
            labelErrorPoint.Text = "";
            input.AddKamusData(tempPoint.Lat, tempPoint.Lng, textBoxPointName.Text);
            comboBox1.Items.Add(textBoxPointName.Text);
            comboBox2.Items.Add(textBoxPointName.Text);
        }
    }
}
else
{
    labelErrorPoint.Text = "Please insert a name";
}
}

private void tabControl_SelectedIndexChanged(object sender, EventArgs e)
{
    input.ClearInputClass();
    map2.Overlays.Clear();
    comboBox1.Items.Clear();
}

```

```

        comboNode2.Items.Clear();
    }

    private void check_Click(object sender, EventArgs e)
    {
        labelExport.Text = "";
        MessageBox.Show(input.CheckAdjMatrix());
    }

    private void checkAdjMat_Click(object sender, EventArgs e)
    {
        MessageBox.Show(input.CheckAdjMatrix());
    }

    private void buttonAddSisi_Click(object sender, EventArgs e)
    {
        labelExport.Text = "";
        if (!string.IsNullOrEmpty(comboNode1.SelectedItem.ToString()) &&
!string.IsNullOrEmpty(comboNode2.SelectedItem.ToString()))
        {
            if (comboNode1.SelectedItem.ToString() != comboNode2.SelectedItem.ToString())
            {
                if (!input.IsSisiAda(comboNode1.SelectedItem.ToString(), comboNode2.SelectedItem.ToString()))
                {
                    labelErrorSisi.Text = "";
                    input.AddSisi(comboNode1.SelectedItem.ToString(), comboNode2.SelectedItem.ToString());
                    latitude2 = map2.Position.Lat;
                    longitude2 = map2.Position.Lng;
                    zoom2 = map2.Zoom;
                    map2.Overlays.Clear();
                    AddPathSisi2();
                    foreach (var x in input.Kamus)
                    {
                }
            }
        }
    }
}

```

```

        double lat2 = x.Value.Getlat();
        double longt2 = x.Value.Getlongt();
        PointLatLng point2 = new PointLatLng(lat2, longt2);
        GMarkerGoogle marker2 = new GMarkerGoogle(point2, GMarkerGoogleType.blue_dot);
        var addresses = GetAddress(point2);
        if (addresses != null)
        {
            marker2.ToolTipText = x.Value.Getname() + String.Join(", ", addresses.ToArray());
        }
        else
        {
            marker2.ToolTipText = x.Value.Getname();
        }
        //Create Overlay
        GMapOverlay markers2 = new GMapOverlay("markers");

        //Add all available markers to overlay
        markers2.Markers.Add(marker2);

        //Cover Map with Overlay
        map2.Overlays.Add(markers2);
    }
    map2.Position = new PointLatLng(latitude2, longitude2);
    map2.MinZoom = 3;
    map2.MaxZoom = 100;
    map2.Zoom = zoom2;
}
else
{
    labelErrorSisi.Text = "Sisi sudah ada pada graf!";
}
}
else

```

```

        {
            labelErrorSisi.Text = "Tidak bisa ke diri sendiri!";
        }
    }
    else
    {
        labelErrorSisi.Text = "Pasangan node tidak lengkap!";
    }
}

private void AddPathSisi1()
{
    List<List<POINT>> solusi = input.DataNode;
    foreach (var sol in solusi)
    {
        List<PointLatLng> points = new List<PointLatLng>();
        points.Add(new PointLatLng(sol[0].Getlat(), sol[0].Getlongt()));
        points.Add(new PointLatLng(sol[1].Getlat(), sol[1].Getlongt()));
        GMapOverlay routes = new GMapOverlay("routes");
        GMapRoute route = new GMapRoute(points, "rute");
        route.Stroke = new Pen(Color.Blue, 3);
        routes.Routes.Add(route);
        map.Overlays.Add(routes);
    }
}

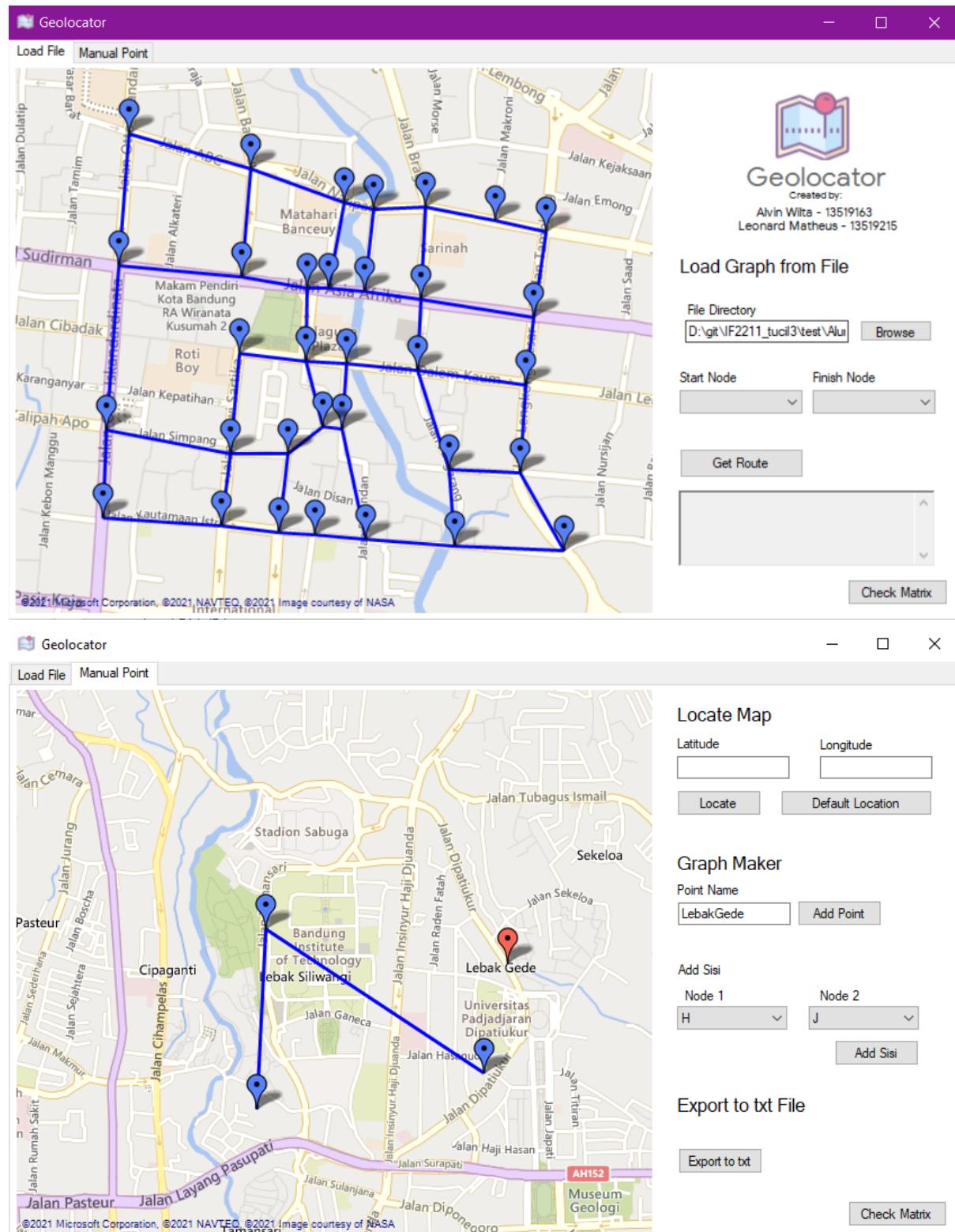
private void AddPathSisi2()
{
    List<List<int>> solusi = input.IterasiAdjList();
    foreach (var sol in solusi)
    {
        List<PointLatLng> points = new List<PointLatLng>();
        points.Add(new PointLatLng(input.Kamus[sol[0]].Getlat(), input.Kamus[sol[0]].Getlongt()));
    }
}

```

```
        points.Add(new PointLatLng(input.Kamus[sol[1]].Getlat(), input.Kamus[sol[1]].Getlongt()));
        GMapOverlay routes = new GMapOverlay("routes");
        GMapRoute route = new GMapRoute(points, "rute");
        route.Stroke = new Pen(Color.Blue, 3);
        routes.Routes.Add(route);
        map2.Overlays.Add(routes);
    }
}
}
```

## C. Screenshot Input & Output

Tampilan penuh program:



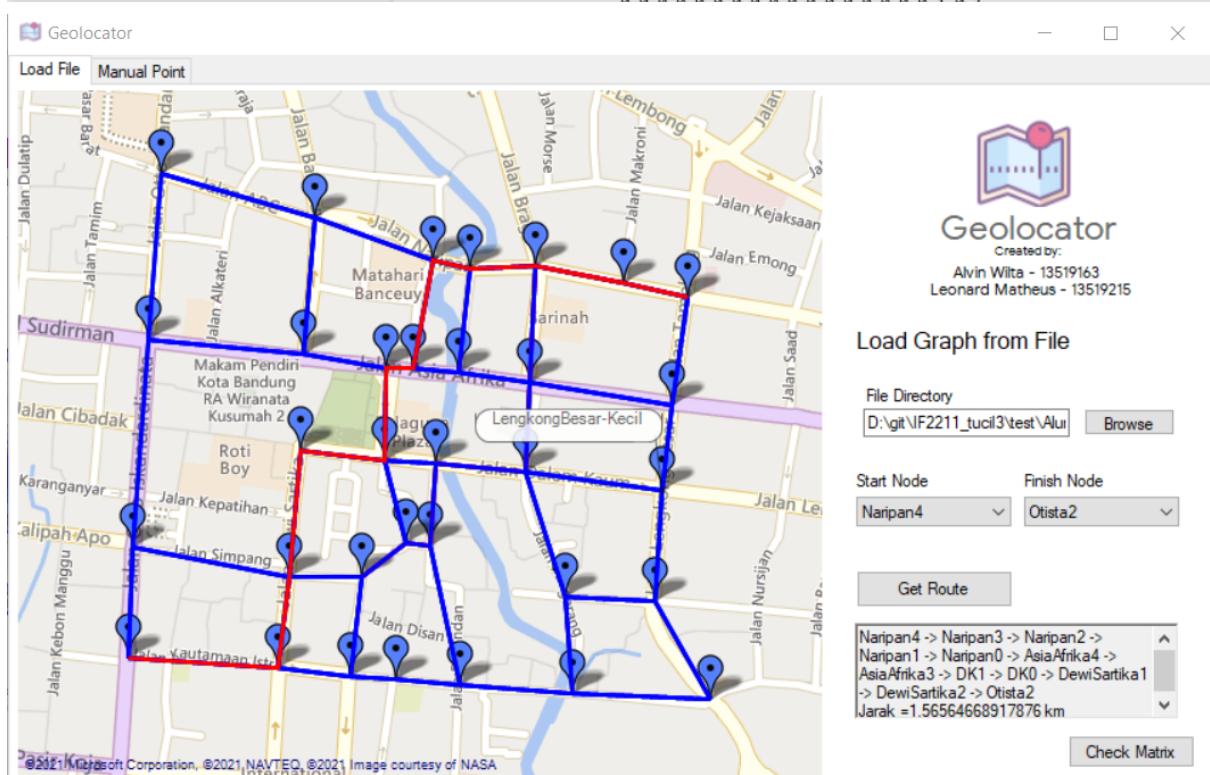
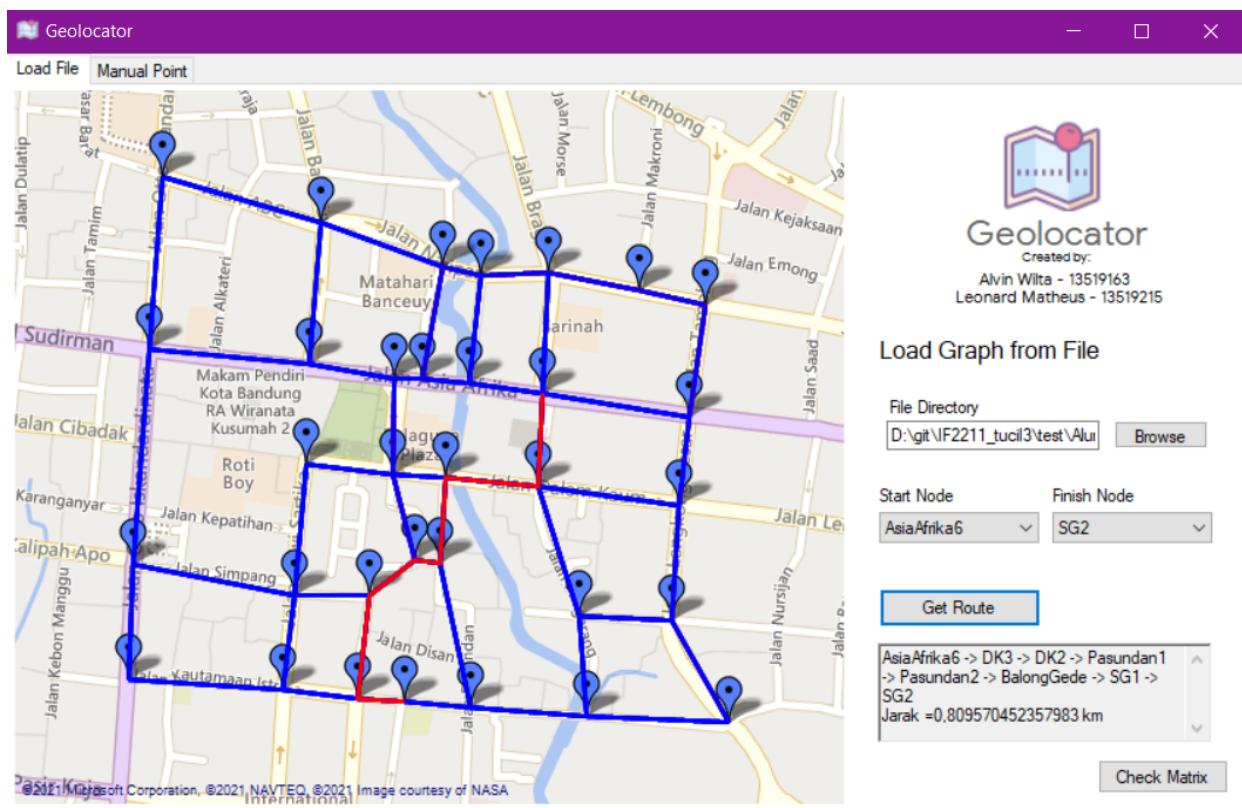
#### D. Output program:

- 1) Masukan 1 (Alun-Alun Bandung)

- a. isi file

```
20
47.0626384799543 21.90673828125 Oraclea
46.6305786805948 21.5194702148438 Zerind
46.1874367843254 21.3230895996094 Arad
45.7521933606311 21.2200927734375 Timisoara
45.7253564234102 21.8902587890625 Lugoj
44.3199181204774 23.7908935546875 Craiova
44.6334823448553 22.6483154296875 Dobreta
44.9103591745849 22.3599243164063 Mehadia
45.8019991666615 24.14794921875 Sibiu
45.8632375529644 24.9664306640625 Fagaras
45.1161766035749 24.3621826171875 Ramnicu Valcea
44.8597626880427 24.862060546875 Pitesti
44.4455460084355 26.092529296875 Bucharest
43.897892391258 25.960693359375 Giurgiu
44.7467332402468 26.630859375 Urziceni
44.0441673535722 28.6427307128906 Eforie
44.6916609229413 27.9557418823242 Hirsova
46.6381224623796 27.718505859375 Vaslui
47.1598400130443 27.564697265625 lasi
46.9323890469121 26.3732814788818 Neamt
0 1 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 1 0 0 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1
```

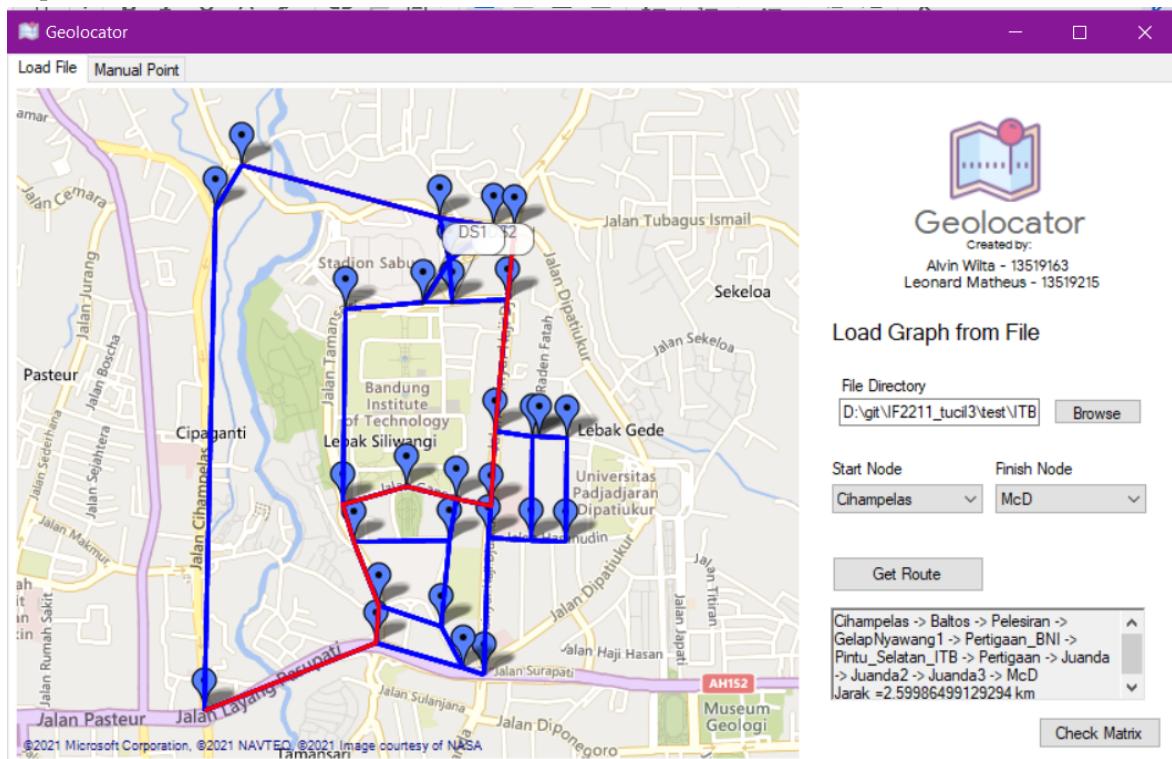
- b. output



## 2) Masukan 2 (ITB/Dago)

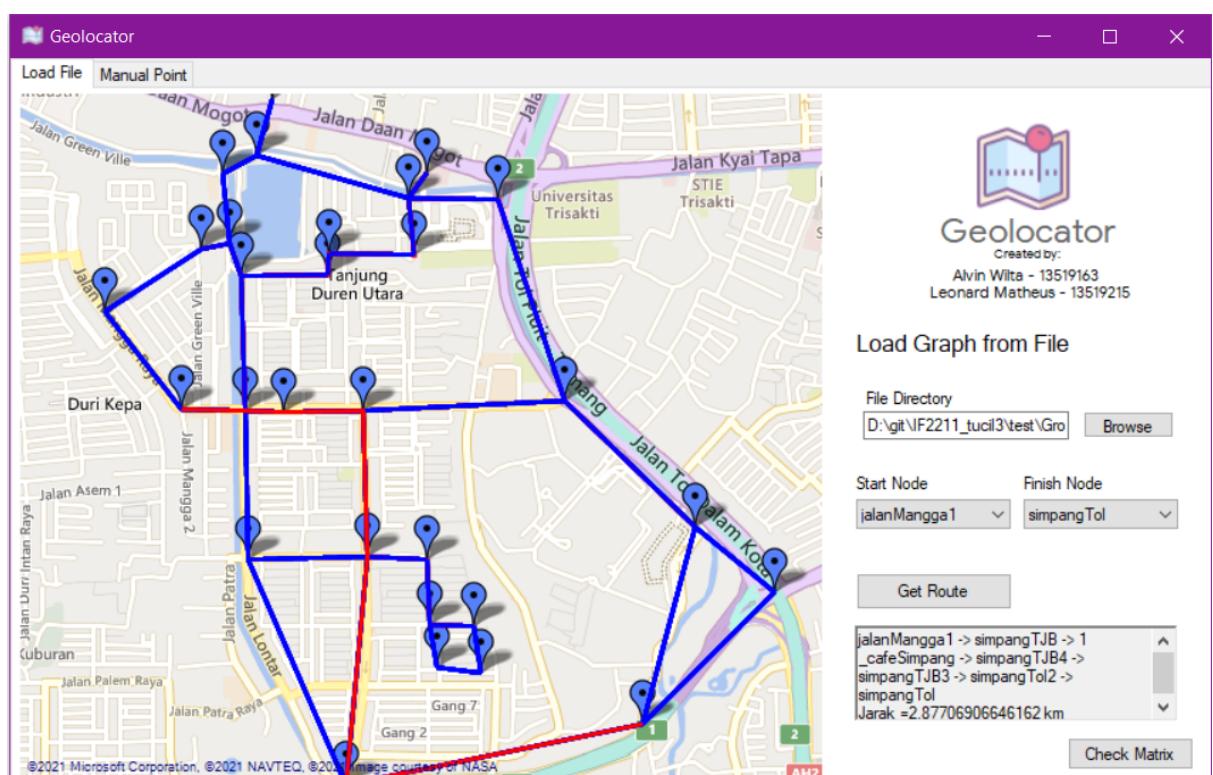
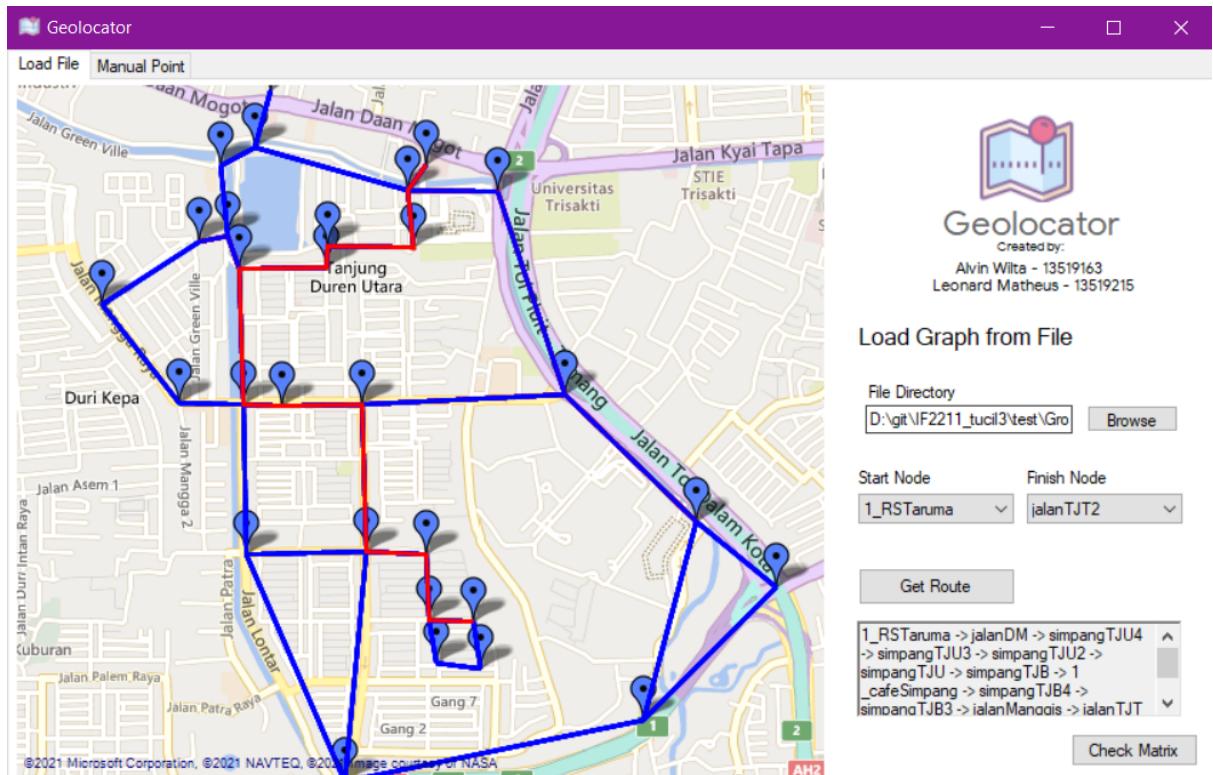
- a. isi file

b. output





b. output

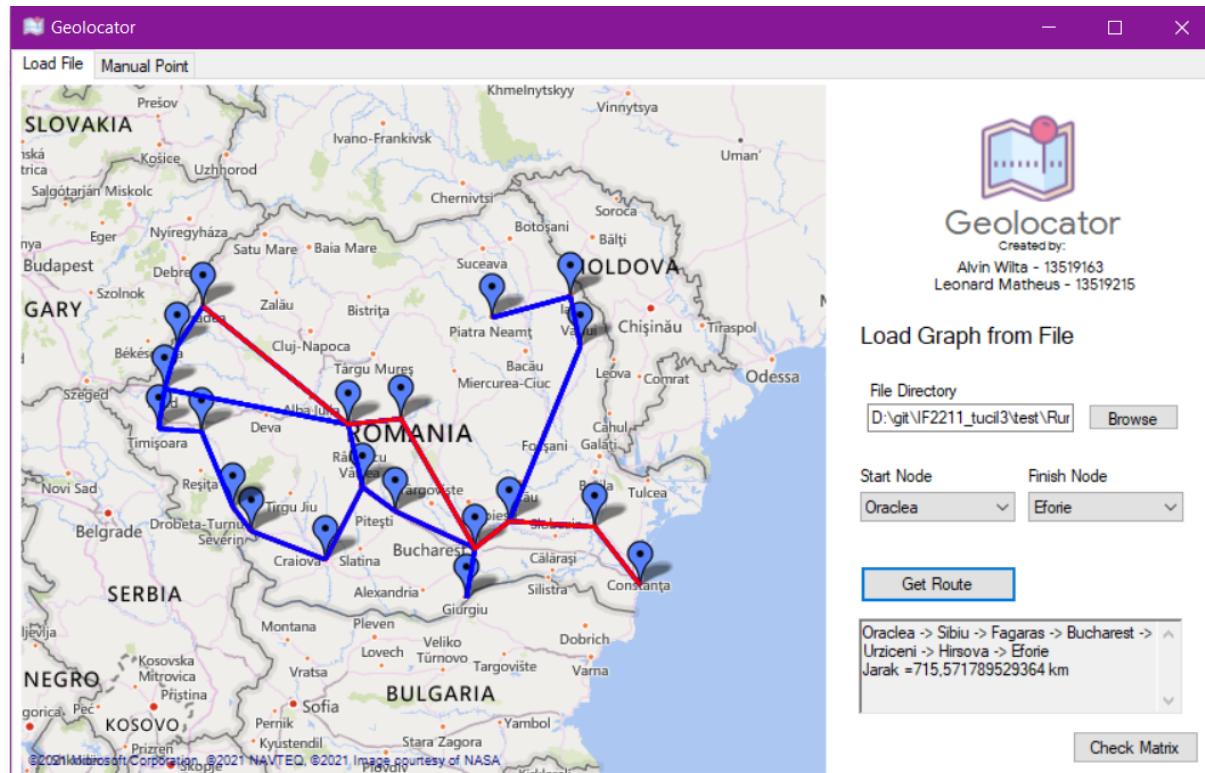
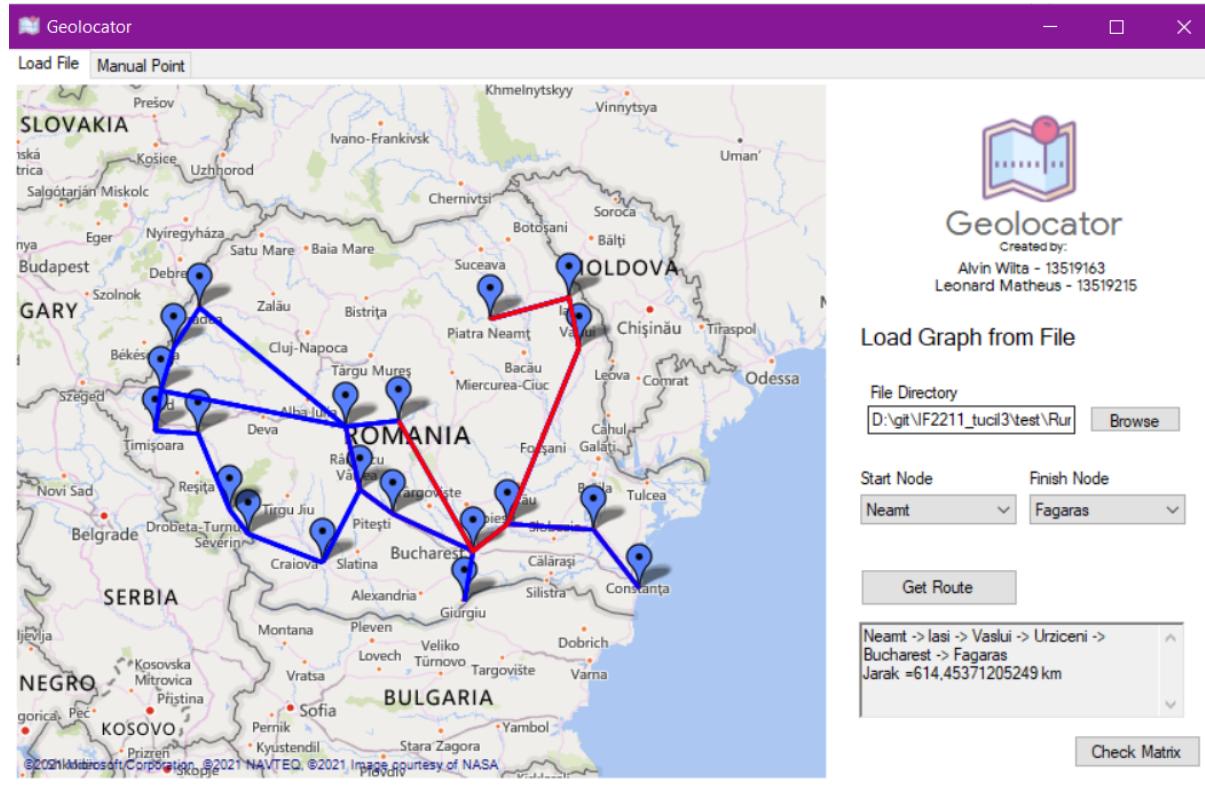


4) Masukan 4 (Romania)

a. isi file

```
|20
47.0626384799543 21.90673828125 Oraclea
46.6305786805948 21.5194702148438 Zerind
46.1874367843254 21.3230895996094 Arad
45.7521933606311 21.2200927734375 Timisoara
45.7253564234102 21.8902587890625 Lugoj
44.3199181204774 23.7908935546875 Craiova
44.6334823448553 22.6483154296875 Dobreata
44.9103591745849 22.3599243164063 Mehadia
45.8019991666615 24.14794921875 Sibiu
45.8632375529644 24.9664306640625 Fagaras
45.1161766035749 24.3621826171875 Ramnicu Valcea
44.8597626880427 24.862060546875 Pitesti
44.4455460084355 26.092529296875 Bucharest
43.897892391258 25.960693359375 Giurgiu
44.7467332402468 26.630859375 Urziceni
44.0441673535722 28.6427307128906 Eforie
44.6916609229413 27.9557418823242 Hirsova
46.6381224623796 27.718505859375 Vaslui
47.1598400130443 27.564697265625 lasi
46.9323890469121 26.3732814788818 Neamt
0 1 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 1 0 1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 1 0 0 1 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 1 0 1 0 1 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0
```

## b. output

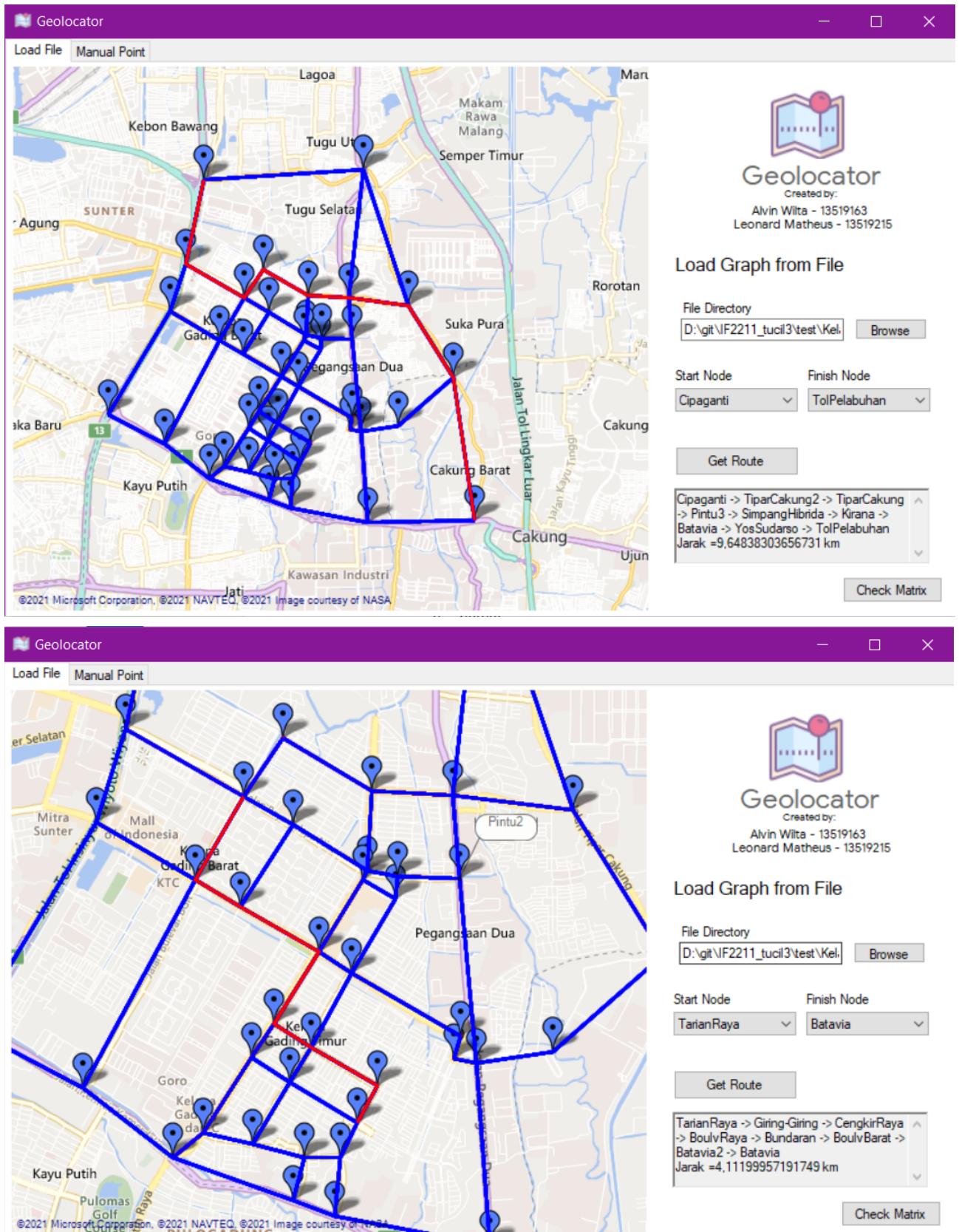


5) Masukan 5 (Kelapa Gading)

a. isi file

```
#1
-6.16843821919196 106.905426979065 Bundaran
-6.15425139261342 106.909160614014 PerempatanMKG
-6.14861918439928 106.899762153625 Batavia
-6.15497674842409 106.895985603333 Batavia2
-6.15784614844409 106.89950466156 BoulevBarat
-6.15081660606629 106.903474330902 NiasRaya
-6.14823516803011 106.989482479895 SimpangHibrida
-6.14853384745236 106.915726661682 Pintu3
-6.15484874452946 106.916198730469 Pintu2
-6.16888632108254 106.917507648468 Pintu1
-6.16854498624119 106.915791034698 Kondominium
-6.16681697523444 106.916263103485 GadingPluit
-6.16203824881579 106.98798442847 BoulevTimur
-6.16767031470708 106.904890537262 CengkirRaya
-6.16587830022848 106.98203666687 BoulevRaya
-6.1760543019614 106.894354820251 PintuUtama
-6.17076365878096 106.887488365173 BellaTerra
-6.16634763793915 106.878969669342 CocaCola
-6.15064593286481 106.888453960419 SimpangMOI
-6.1434989433552 106.890749931335 YosSudarso
-6.17500897745774 106.980448799113 KelapaSawit
-6.17419831621797 106.896650791168 Kensington
-6.17838499166168 106.983259754181 KopyorRaya
-6.1684383190582 106.908341510773 LRTBoulevRaya
-6.18266753159088 106.918516159958 IGI
-6.17929692810638 106.903538703918 PerintisKemerdekaan
-6.176811163569552 106.984375553131 Inpres
-6.17603296882889 106.907143592834 BCS
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-6.1547428745937 106.911478842603 Masjid
-6.15499888240354 106.988838748932 MKG
-6.14424564824266 106.982680397034 Kirana
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```

b. output

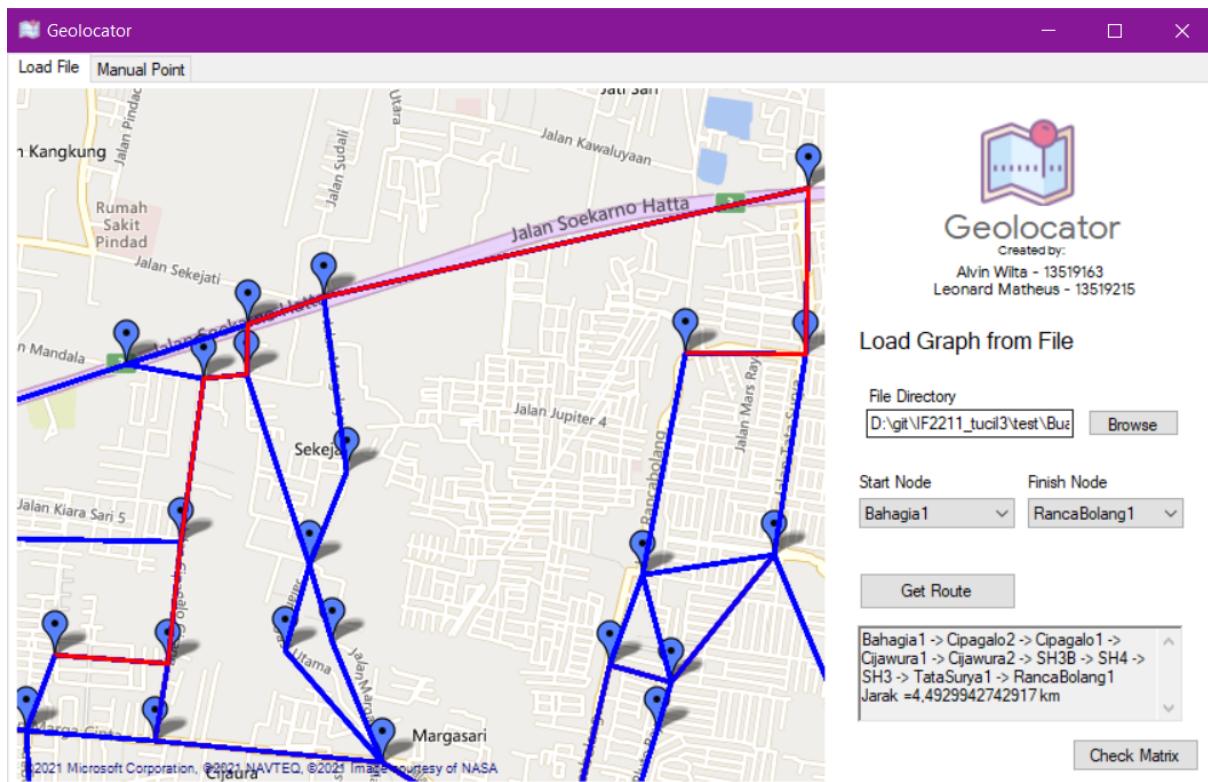
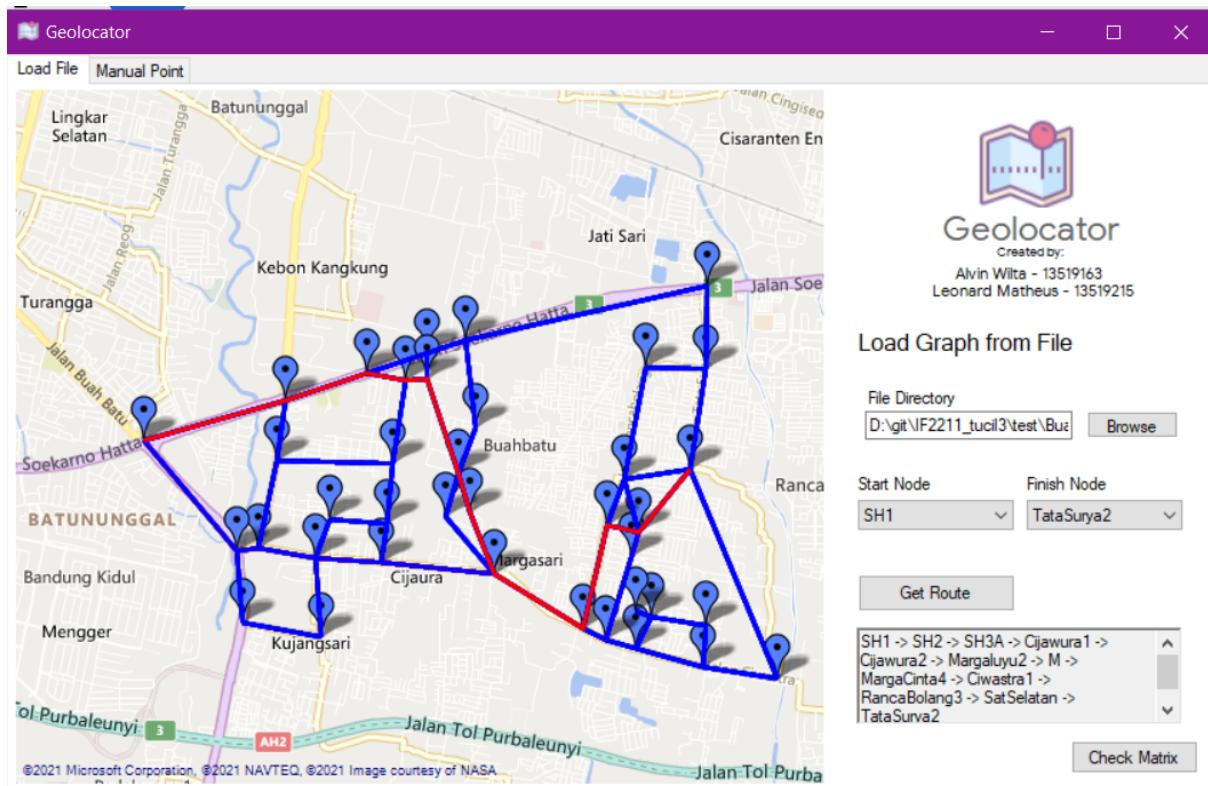


6) Masukan 6 (Buah Batu)

a) isi file

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38
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-6.95948494768901 107.644000053406 Logam
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-6.94781263625141 107.633399963379 SH1
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-6.94949534137152 107.666187286377 TataSurya2
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-6.94348869547855 107.663547992706 RancaBolang1
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-6.96127410846998 107.666959762573 Ciwastral1b
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b) output



## E. Tabel Penilaian

Poin	Ya	Tidak
Program dapat menerima input graf	✓	
Program dapat menghitung lintasan terpendek	✓	
Program dapat menampilkan lintasan terpendek serta jaraknya	✓	
Bonus: Program dapat menerima input peta dengan Google Map API dan menampilkan peta	✓	

## F. Sumber Program

[https://github.com/alvinwilta/IF2211\\_tucil3](https://github.com/alvinwilta/IF2211_tucil3)