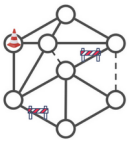
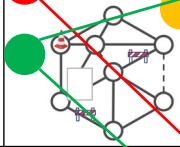
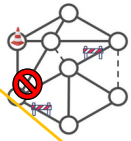
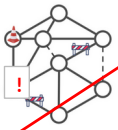
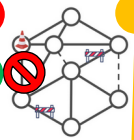
Morphologischer Kasten

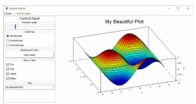
HSLU Hochschule Luzern

	1	2	3	4	5
Programmier-sprache	Java 	Python 			
Wegnetz einlesen	YAML 	JSON 	Bild 		

Wegnetz intern speichern	Key-Values
	`graph = {`
	`'A': [('B', 10), ('F', 10),`
	`'B': [('A', 10), ('C', 10),`
		2D Array
		`adjacence_matrix = [`
		`[0, 1, 1, 1, 0, 0,`
		`[1, 0, 1, 0, 0, 1,`
		`[1, 1, 0, 1, 1, 1,`
			Graph-Datenyp (externe Library)
			`import networkx as nx`
			`G = nx.Graph()`		

bewegliche Hindernisse erfassen	Gewichtung 	Kante entfernen 			
blockierte Knoten erfassen	Knoten markieren 	Knoten entfernen 			

Wegfindung	eigene Implementation
	`def dijkstra(graph, source):`
	`"""`
	`Finds the shortest paths`
		externe Library
		NetworkX
		Network Analysis in Python			

Zielauswahl	human input 	random Range 1 to 100 GO 36			
Clientseitige Kommunikation I/O	GUI 	CLI 	Keine (nur Errormessages) 	TUI