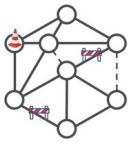
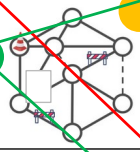
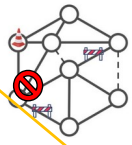
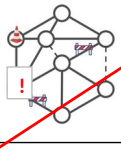
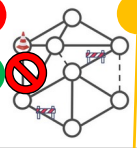
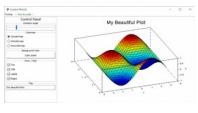
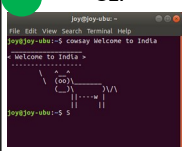
HSLU Hochschule Luzern	Morphologischer Kasten			Simulator	
	1	2	3	4	5
Programmier-sprache	Java 	Python 			
Wegnetz einlesen	YAML 	JSON 	Bild 		
Wegnetz intern speichern	Key-Values graph = { 'A': [('B', 10), ('F', 10), 'B': [('A', 10), ('C', 10),	2D Array adjacence_matrix = [[0, 1, 1, 1, 0, 0, [1, 0, 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