

# PATH FINDER

Submitted by :- Anoop Singh

Branch:- IT

Roll NO.:-19304

---

## About this project:

This project is a website using HTML, CSS and JAVASCRIPT. It is **least time or distance travel** path finder on **one click**. Using this path finder website you can find optimal plan for your travel. It gives best path according to your need.

Website can be used by those people, who frequently visited different cities. So by using this website they can visit different cities in less time, cost or distance. I am imposing some restriction like you can flight only once to make project more interesting.

## Procedure:

In this project, we are working on two things.

- Algorithm
  - Here we are using Dijkstra's Algorithm.
- User Interface
  - Trying to make interactive graphs.

This project is broken into two phases:

- Learning
- Implementation

## Languages Used:

- HTML
- CSS
- JAVASCRIPT

### **Project Timeline:**

15<sup>th</sup> March - Start studying Data structure Graphs.

25<sup>th</sup> March– Start studying Dijkstra's Algorithm.

1<sup>st</sup> April - Creating Graphs in JavaScript.

8<sup>th</sup> April-Visualisation using VIS.JS for interactive graph.

15<sup>th</sup> April-Working on UI of the project.

1<sup>th</sup> May- Dijkstra's Algorithm in JavaScript.

10<sup>th</sup> May-Handling Plane (Flight) Edges.

20<sup>th</sup> May-Tying the components together.