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| **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:**       15th March - Start studying Data structure Graphs.        25th March– Start studying Dijkstra’s Algorithm.        1stApril - Creating Graphs in JavaScript.        8th April-Visualisation using VIS.JS for interactive graph.        15th April-Working on UI of the project.  1th May- Dijkstra’s Algorithm in JavaScript.        10th May-Handling Plane (Flight) Edges.        20th May-Tying the components together. |