W1_OpSrc_Avni_23103028

Week Number:	1

Assignment 1 Part A

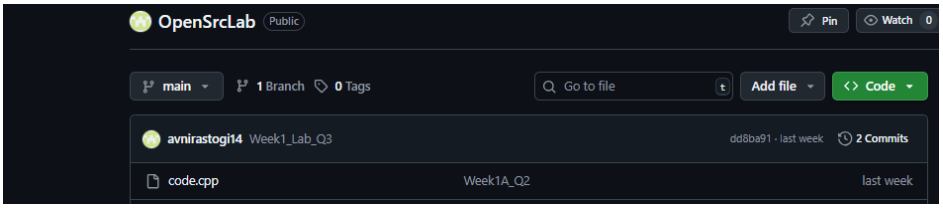
Ques 1:

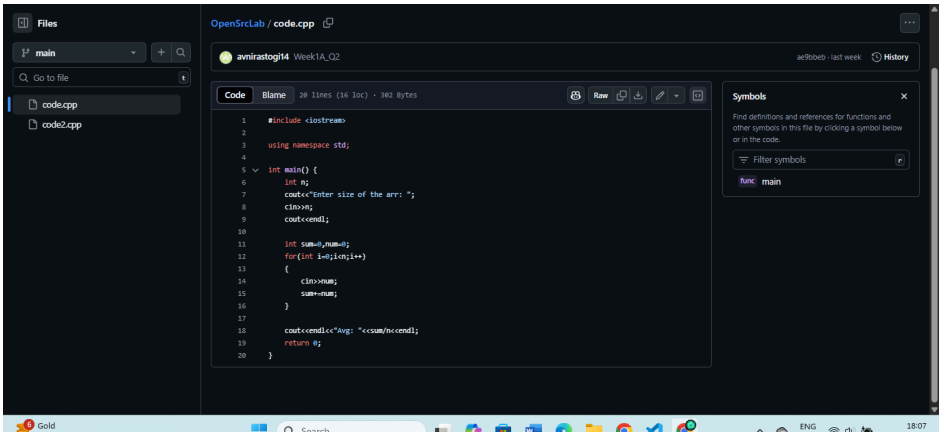
Reading ✅

Ques 2:

Repository Link:

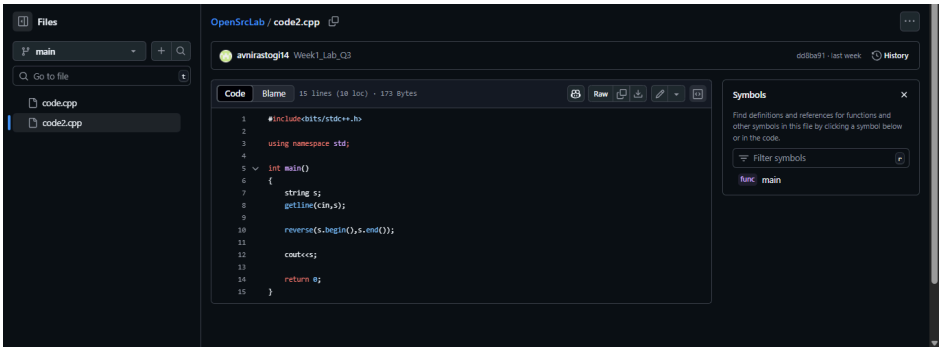
https://github.com/avnirastogi14/OpenSrcLab





Ques 3:

https://github.com/avnirastogi14/OpenSrcLab



Ques 4:

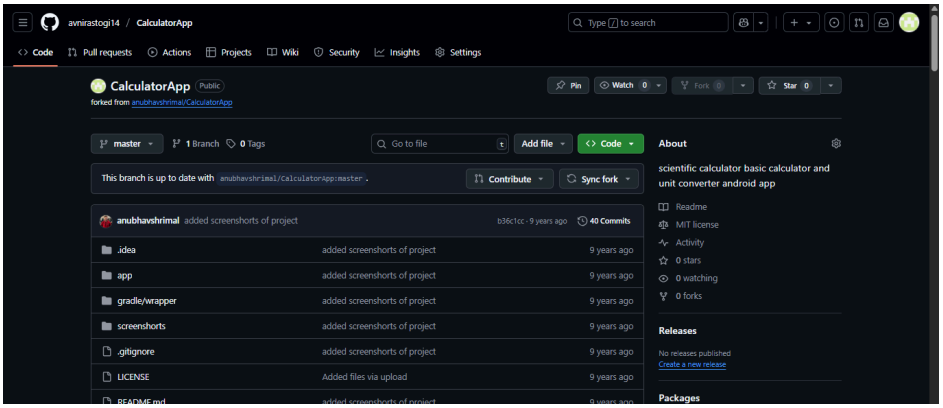
https://github.com/Chalarangelo/30-seconds-of-code

```
30-seconds-of-code/
│
├── snippets/          # Contains actual code snippets (JavaScript)
├── test/              # Unit tests for each snippet
├── scripts/           # Build scripts for processing snippets into docs/web format
├── docs/              # Auto-generated documentation files
├── static/            # Assets for website (images, icons, etc.)
├── website/           # Source code for the website frontend
│
├── .github/           # GitHub actions/workflows and contribution templates
├── package.json       # Node.js dependencies and project config
├── README.md          # Project overview and contribution instructions
├── LICENSE            # MIT License
```

➡️ ***Tech Used:***

- JavaScript
- React
- Astro
- SCSS

Ques 5:



Original:

https://github.com/anubhavshrimal/CalculatorApp

Forked:

GitHub - avnirastogi14/CalculatorApp: scientific calculator basic calculator and unit converter android app

scientific calculator basic calculator and unit converter android app - avnirastogi14/CalculatorApp

https://github.com/avnirastogi14/CalculatorApp

avnirastogi14/
CalculatorApp

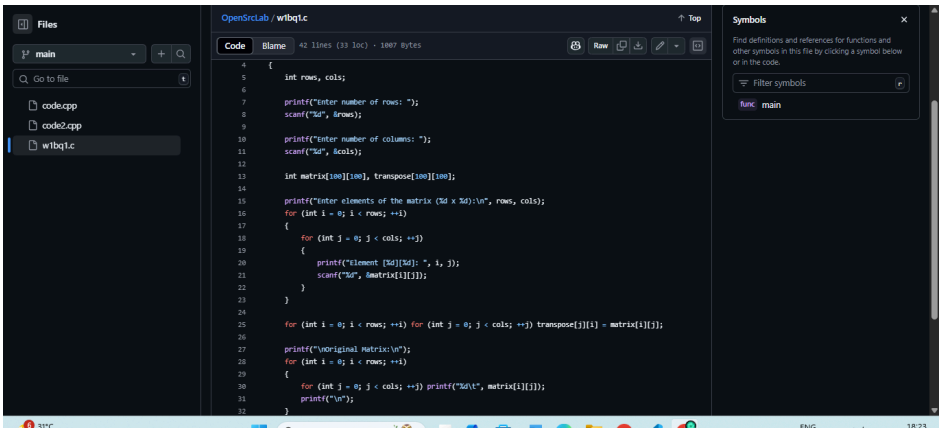
scientific calculator basic calculator and unit converter android app

0 Contributors 0 Issues 0 Stars 0 Forks

Assignment 1: Part B

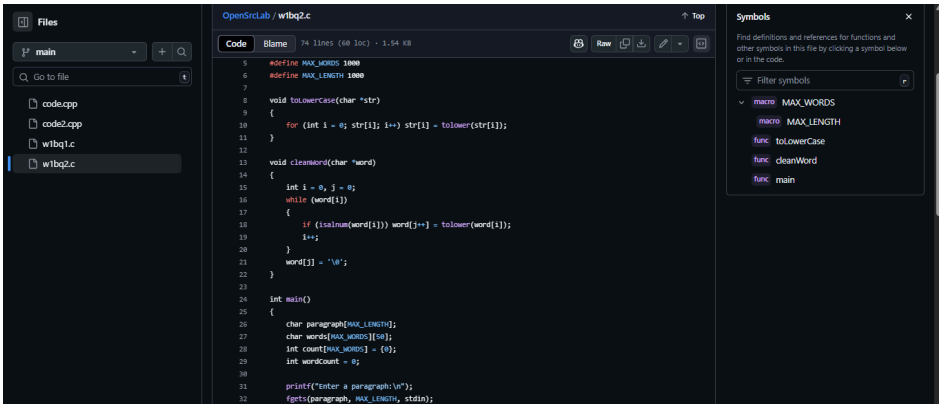
Ques 2:

https://github.com/avnirastogi14/OpenSrcLab



Ques 3:

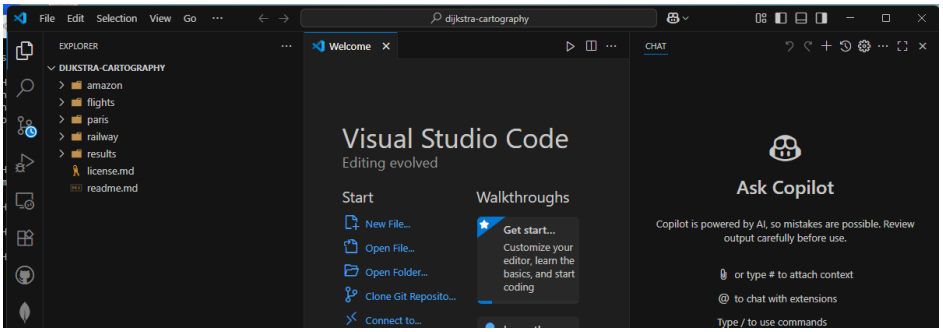
https://github.com/avnirastogi14/OpenSrcLab



Ques 4:

Repository:

https://github.com/ibaaj/dijkstra-cartography



Code Structure:

```
dijkstra-c/
├── dijkstra.c      # Core logic
├── graph.h         # Graph data structures
├── graph.c         # Graph-related functions
├── main.c          # Entry point
├── README.md       # Basic info
```

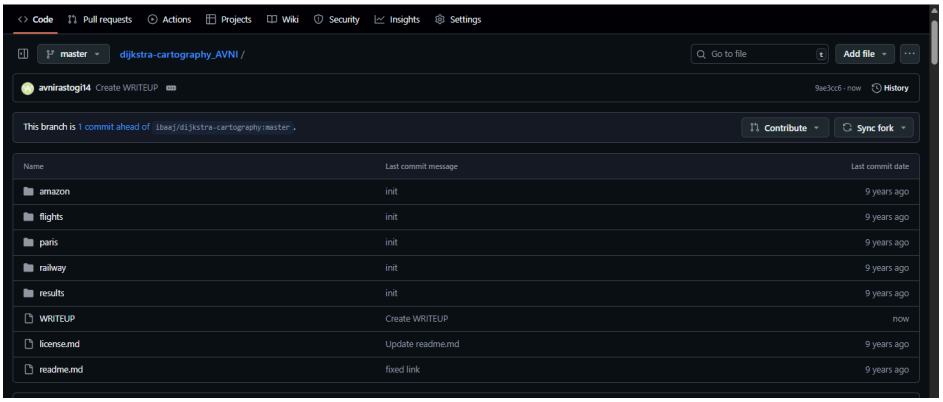
Files:

```
## 📄 File: graph.h

### `struct Graph* createGraph(int vertices)`
- Creates a new graph with a specified number of vertices.
- Returns a pointer to the allocated graph structure.
```

📄 File: dijkstra.c

`void dijkstra(struct Graph* graph, int startVertex)`
- Implements Dijkstra's shortest path algorithm.
- Takes a graph and a starting vertex as input.
- Calculates the shortest path from `startVertex` to all other vertices using a priority queue approach.



repo forked:

https://github.com/avnirastogi14/dijkstra-cartography_AVNI/