CS225 Final Project Goals

DataSet:

a. Open Flight route data set

i. Routes.dat

ii. format:

Airline 2-letter (IATA) or 3-letter (ICAO) code of the airline.

Airline ID Unique OpenFlights identifier for airline (see Airline).

Source airport 3-letter (IATA) or 4-letter (ICAO) code of the source airport.

Source airport ID Unique OpenFlights identifier for source airport (see Airport)

Destination airport D Unique OpenFlights identifier for destination airport (see Airport)

Codeshare "Y" if this flight is a codeshare (that is, not operated by Airline, but another carrier), empty otherwise.

Stops Number of stops on this flight ("0" for direct)

Equipment 3-letter codes for plane type(s) generally used on this flight, separated by spaces

The data is UTF-8 encoded. The special value \N is used for "NULL" to indicate that no value is available, and is understood automatically by MySQL if imported. Notes:

- Routes are directional: if an airline operates services from A to B and from B to A, both A-B and B-A are listed separately.
- · Routes where one carrier operates both its own and codeshare flights are listed only once.

Sample entries

BA,1355,SIN,3316,LHR,507,,0,744 777 BA,1355,SIN,3316,MEL,3339,Y,0,744 TOM,5013,ACE,1055,BFS,465,,0,320

- iii. https://openflights.org/data.html
- 2. Traversals:
 - a. BFS
 - i. https://www.geeksforgeeks.org/breadth-first-search-or-bfs-for-a-graph/
- 3. Covered Algorithms:
 - a. Dijkstra's Algorithm
 - i. https://www.geeksforgeeks.org/dijkstras-shortest-path-algorithm-greedy-algo-7/
- 4. Complex or uncovered options:
 - a. Graphic output of graph onto map based on data

We are going to be using the Open Flights Route database to make a graph data structure with the given data. With the graph of the route database, we will be running a Breadth-First-Search traversal, Dijkstra's algorithm to find the shortest path between two nodes, and outputting the locations of the data onto a map so that one is able to visualize the airports and routes. Using our graph structure and a BFS traversal, we want to simulate the spread of a global pandemic using different nodes as starting points. By doing this, we can compare and contrast the reach of a pandemic that started at different points. Using Dijkstra's algorithm, we will find the shortest path between two nodes. This is convenient for someone looking for the shortest route between two airports. Lastly, we will visualize our graph by outputting the airport and routes data onto a map. This will allow us to see all of the airports and the given routes on a world map which aids in the visualization of both the BFS algorithm and Dijkstra's algorithm.

Overall, our main goals are to find the shortest route from destination to destination, and visualize this onto a world map.