Benjamin Schreyer Project 6 Planning 12/6/20

Graph Structure:

The graph structure will be designed to be easily useable for use in Dijkstra’s Algorithm and the required interfacing methods required by the project. An array list will hold references to vertices and edges that are also linked by reference to other cities in a graph.

Dijkstra’s Algorithm:

This will be implemented in the manager class and will be similar to the Java Dijkstra’s Algorithm I wrote for the lab we completed recently. Extra code will need to be written to specifically target locations as specified in the project. The algorithm will also need to be adapted to the data structures created for this lab. The algorithm will also possibly be faster given that the requirements only require the shortest distance between two points, not the shortest distance from one point to all other points.