
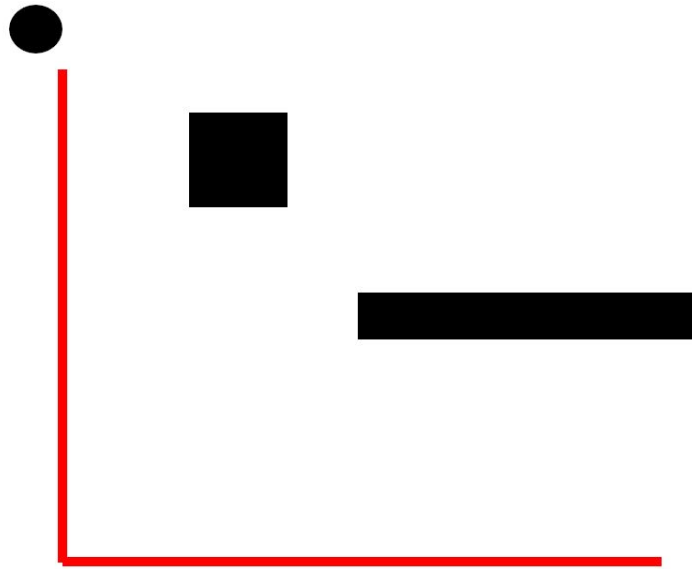


Ryan McGarvey

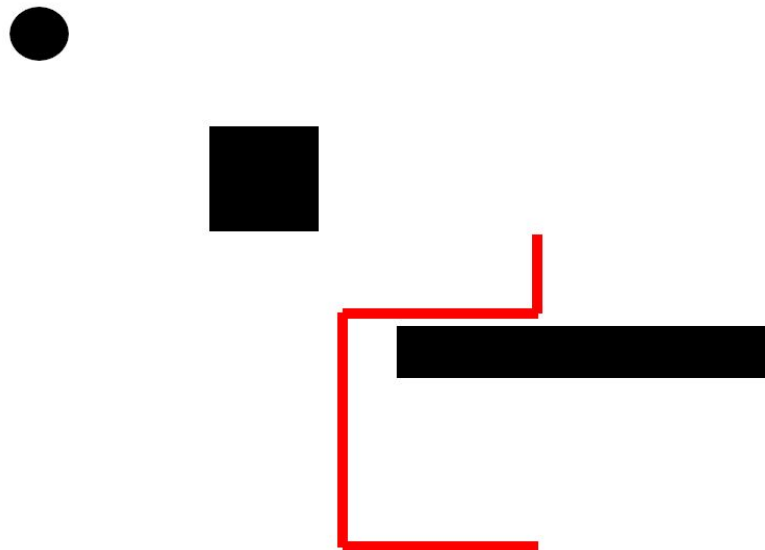
1. Dijkstra's works by essentially modifying BFS. You're going to add your source vertex to a queue then you pop it off and look at the adjacent vertices. You add them to the queue and pop them off in priority with the smallest edge length/cost being the criteria for priority. You assign it a distance being the sum total of edge lengths from source. You then pop the next vertex from the queue and repeat. Once the queue is empty you should have computed the shortest distance to every vertex from the source.
2. Straight line distance to the target. And then you try and choose the shortest path with the best fit to that distance.
3. The below picture has the results for both 3 and 4 of this writeup

[illegible]

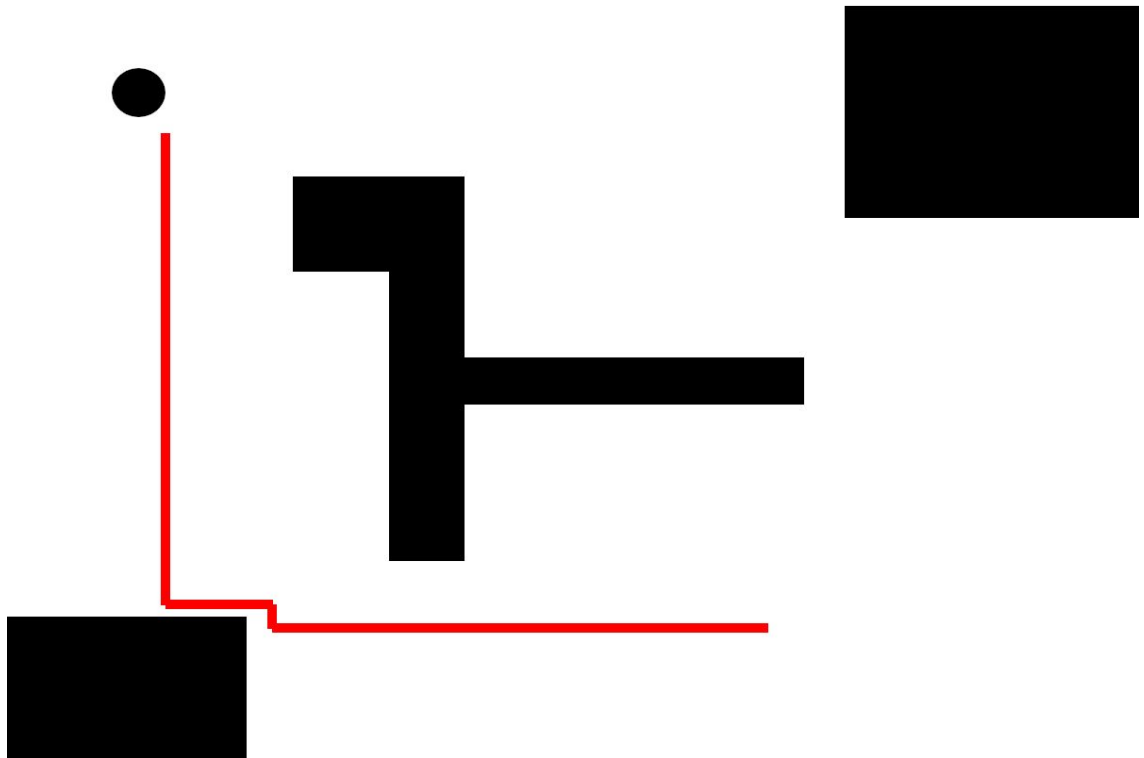
4. 
5.
 - a. Shown below



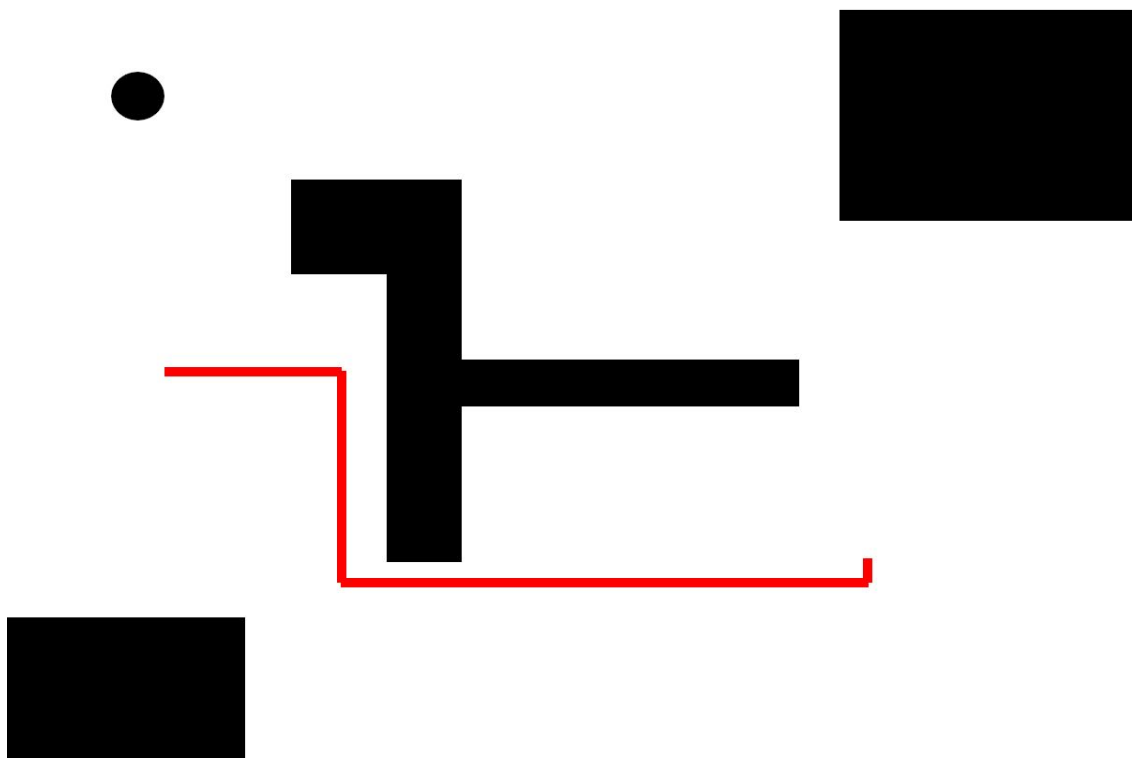
B. Shown below



C. Shown below



D. Shown below



6. We have spent around 10 hours on this lab