Abstract:

Some lines of text that summarize our main ideas from the outline. Fill in later.

1. History of Dijkstra’s Algorithm
   1. Who is Edsger W. Dijkstra?
2. Dijkstra algorithm for finding the shortest route from one node to all others.
   1. What is Dijkstra’s Algorithm
      1. Other names for the algorithm
         1. OSFP
         2. Edge value?
         3. Any other names?
   2. Limitations of Dijkstra’s Algorithm
   3. Benefits of Dijkstra’s Algorithm
      1. Effecancy is big O of n^2 in worst case [1] compared to n^3 for prim’s algorithm.
3. Design of Coding in Python
   1. Implementation followed pseudo code stated below:
      1. The graph is represented by a ???Adjanceny or Indenace Matrix???
         1. Network is defined by 3 arrays
            1. EdgeSet
            2. Nodes
            3. Set of arrays for each one in EdgeSet
4. Conclusion

[1] Johnsonbaugh, Richard, Discrete Mathematics, Book, 2009, 7th Ed. Page 411

[2]William Stallings, Data and Computer Communications, Book, 2009, 7th Ed.

http://www.geeksforgeeks.org/greedy-algorithms-set-6-dijkstras-shortest-path-algorithm/