**Project Title:** A tool for teaching Graph Algorithms

**Student:** Emmanuel Odame-Asante

**Supervisor:** Mike Sanderson

**Abstract.**

This project aims to create an interactive tool to assist with the teaching of various graph algorithms. This includes influential Computer Science algorithms such as Dijkstra’s, Kruskal’s and Prim’s. As this is a teaching tool, the application provides an aesthetic, easy to understand view of the algorithm execution. This is accompanied with clear descriptive text which describes the process of the algorithm. The application will include with various features for the users to aid their learning. With it being a Web Application, it will incorporate the latest industry standard tools including Node.js, HTML 5.0 and CSS 3 to create a powerful software. Other tools used in this application such as jQuery and Jasmine for testing.