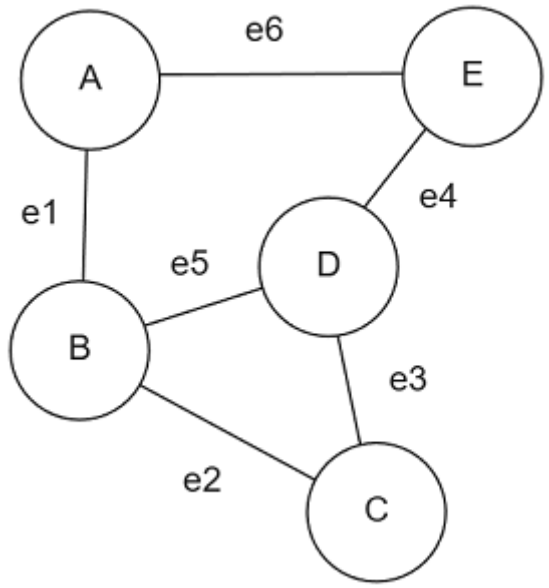
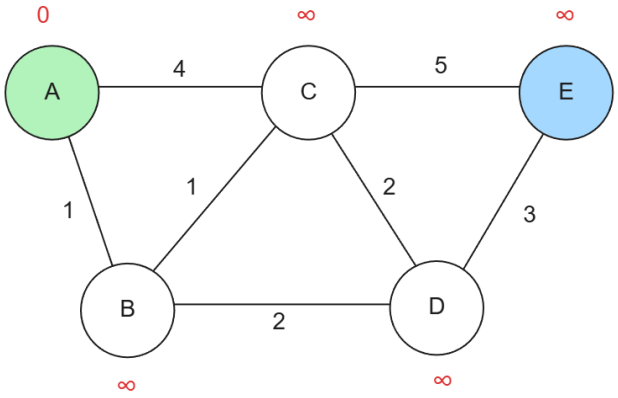
Slika 1: Graf $G = (V,\ E,\ \varphi)$



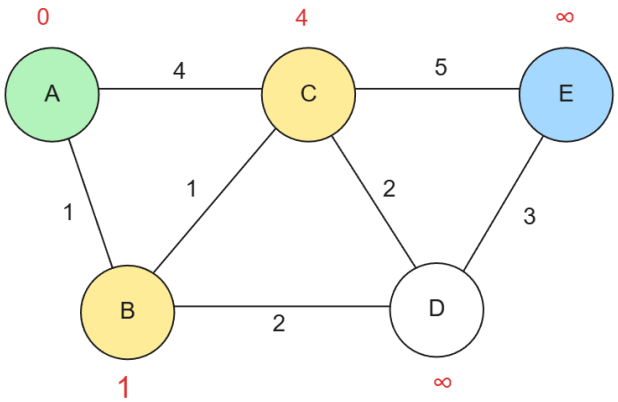
Dijkstrin algoritam, primjer:



S = { }

Q = { A, B, C, D, E }

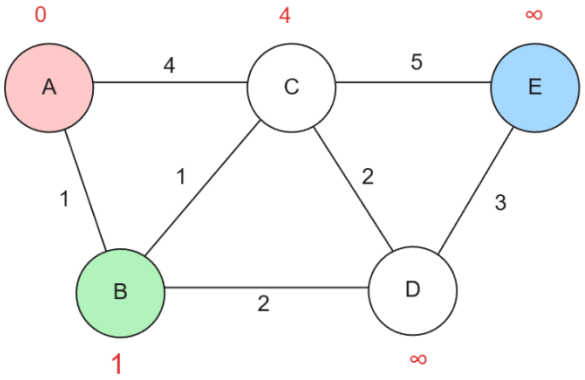
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	∞	
C	∞	
D	∞	
E	∞	



S = { }

Q = { A, B, C, D, E }

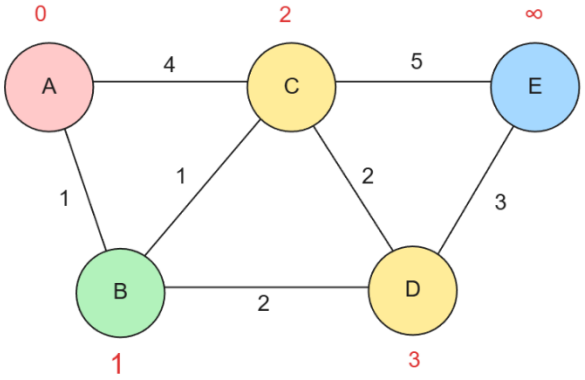
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	4	A
D	∞	
E	∞	



S = { A }

Q = { B, C, D, E }

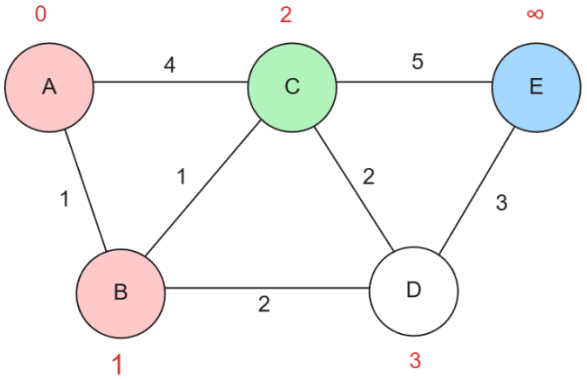
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	4	A
D	∞	
E	∞	



S = { A }

Q = { B, C, D, E }

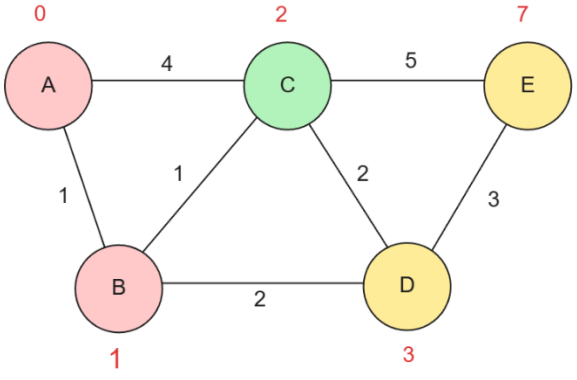
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	∞	



S = { A, B }

Q = { C, D, E }

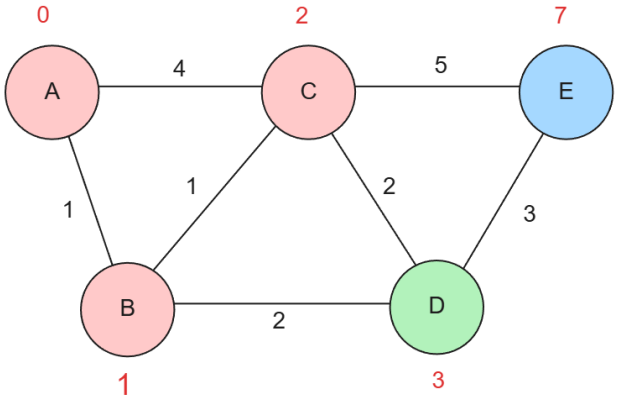
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	∞	



S = { A, B }

Q = { C, D, E }

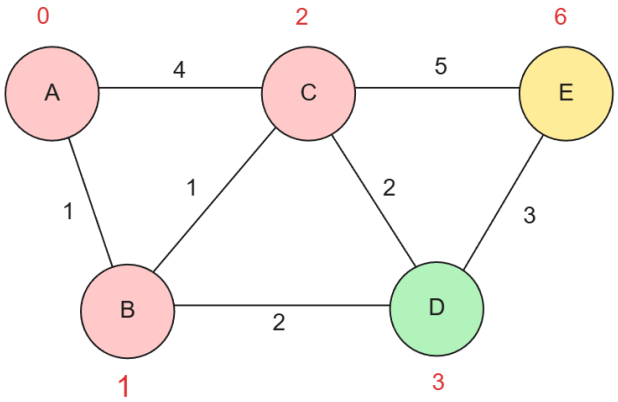
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	7	C



S = { A, B, C }

Q = { D, E }

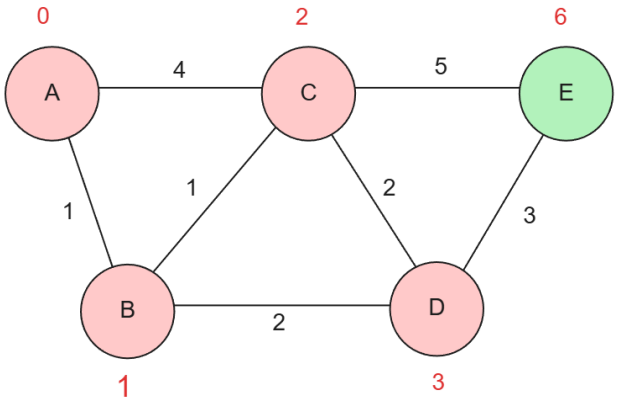
Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	7	C



S = { A, B, C }

Q = { D, E }

Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	6	D

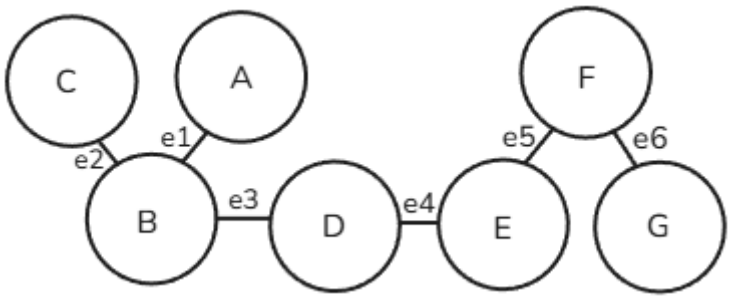


S = { A, B, C, D }

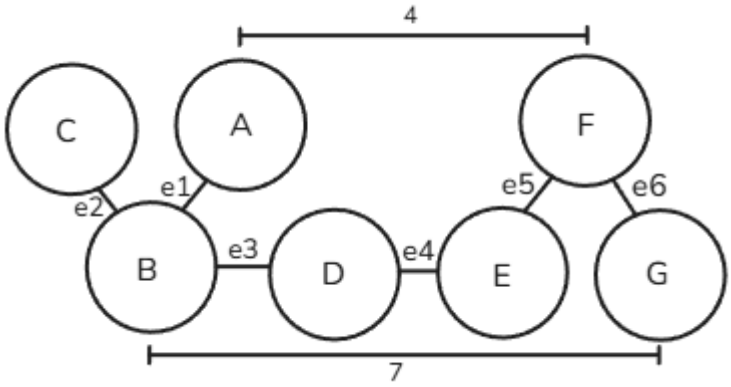
Q = { E }

Vrh	Privermena udaljenost	Prethodnik
A	0	
B	1	A
C	2	B
D	3	B
E	6	D

Slika 2: Graf H

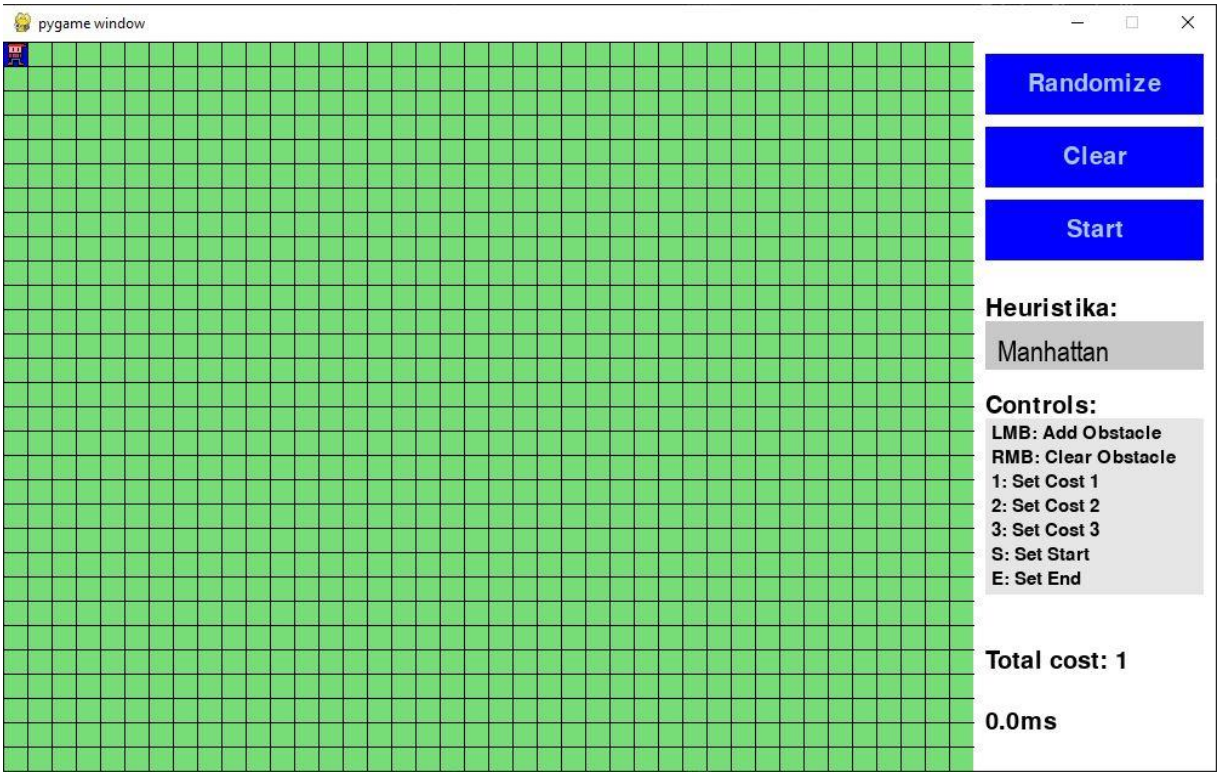


Slika 3: Graf H

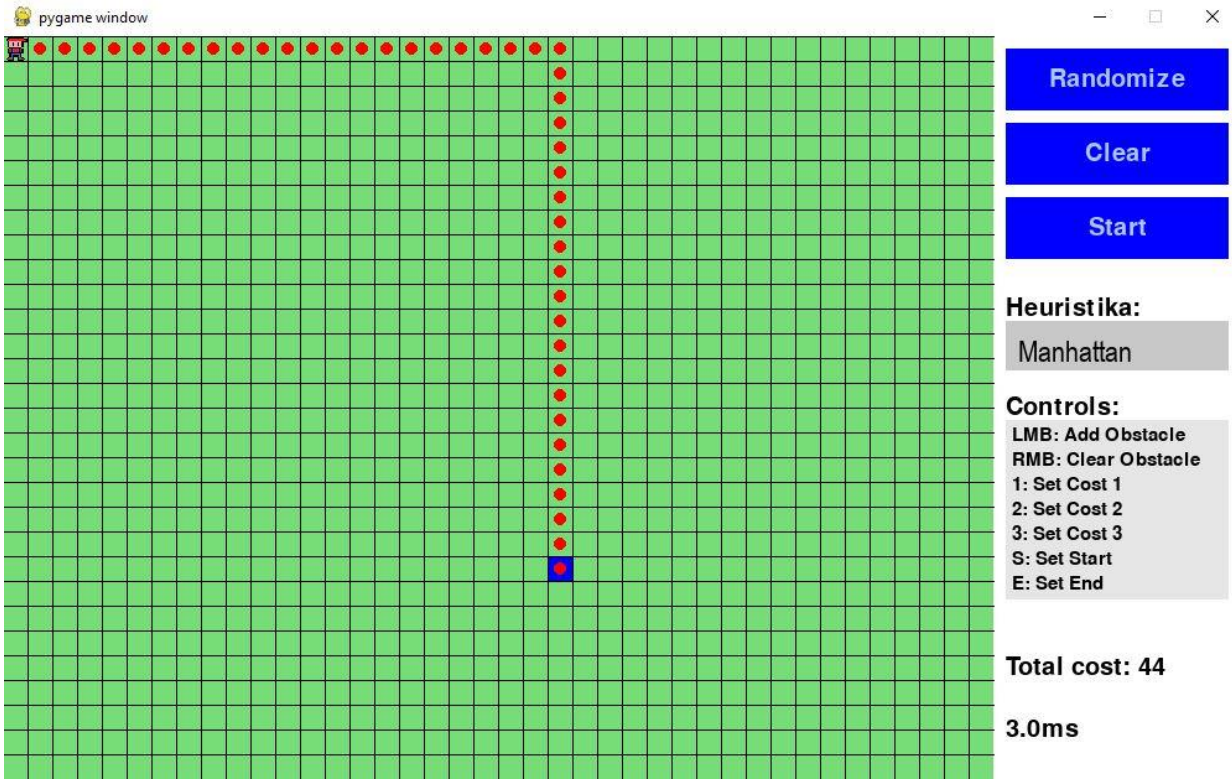


Simulacije:

Slika 4: Prazan grid bez prepreka, cilja ili igrača



Slika 5: Grid s igračem, ciljem i prikazanim najkraćim putem od igrača do cilja



Slika 6: Grid sa preprekama i poljima povećane težine, uz prikaz najkraćeg puta od igrača do cilja