

**LAPORAN TUGAS KECIL 3**  
**IF2211 STRATEGI ALGORITMA**  
**Implementasi Algoritma A\* untuk Menentukan**  
**Lintasan Terpendek**



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## Kode Program

### 1. File PriorityQueue.py

```
# Kelas isi/item priority queue
class PriorityQueueItem :
    def __init__(self, item, priority) :
        if(type(priority) != str and type(priority) != int and type(
priority) != float) :
            raise Exception("QueueItem priority must be a string or
int or float")
        self.item = item
        self.priority = priority
    def __str__(self) :
        return "(" + str(self.item) + "," + str(self.priority) + ")"

# Kelas priority queue
class PriorityQueue :
    def __init__(self) :
        self.__values = []
        self.length = 0
    def __str__(self) :
        text = "["
        for i in range(self.length):
            item = self.__values[i]
            text += str(item)
            if(i != self.length-1) :
                text += ","
        text += "]"
        return text

    # Menambahkan item baru ke dalam priority queue
    def enqueue(self, item, priority) :
        newItem = PriorityQueueItem(item, priority)
        self.__values.append(newItem)
        self.length += 1
        self.sort()

    # Menghapus data dari priority queue
    def dequeue(self) :
        item = self.__values.pop(0)
        self.length -= 1
        return item

    # Sort berdasarkan priority
```

```

def sort(self) :
    for i in range(self.length):
        for j in range(self.length):
            item1 = self.__values[i]
            item2 = self.__values[j]
            if(item1.priority < item2.priority) :
                temp = item1
                self.__values[i] = item2
                self.__values[j] = temp

# Cek apakah ada item
def exists(self, item) :
    for val in self.__values :
        if(val.item == item) :
            return True
    return False

# Cek apakah kosong
def empty(self) :
    return self.length == 0

```

## 2. File Node.py

```

class Node :
    def __init__(self, title, x, y) :
        if(type(title) != str ) :
            raise Exception("Node title argument must be a string")
        if(type(x) != int or type(y) != int) :
            raise Exception("X and Y argument must be an integer")
        self.title = title
        self.x = x
        self.y = y
    def __str__(self) :
        return "(" + self.title + "," + str(self.x) + "," + str(self.y) + ")"

```

## 3. File Graph.py

```

from Node import Node
from PriorityQueue import PriorityQueue

# Directed Graph

```

```

class Graph :
    def __init__(self) :
        # Node Coordinates
        self.__nodes = {}

        # Edges Weight/Priority
        self.__adjacencyList = {}

    # Getter
    def getNodes(self) :
        return self.__nodes;

    def getAdjacencyList(self) :
        return self.__adjacencyList;

    # Menampilkan semua node
    def printNodes(self) :
        print("[ ", end="")
        for node in self.nodes :
            print(node, end=" ")
        print(" ]")

    # Menambahkan simpul baru
    def addNode(self, nodeTitle, x, y) :
        newNode = Node(nodeTitle, x, y)
        self.__nodes[nodeTitle] = (newNode)
        self.__adjacencyList[newNode.title] = {}

    # Menambahkan sisi baru
    def addEdge(self, nodeStart, nodeEnd, weight) :
        # Error Handling
        if(type(nodeStart) != str or type(nodeEnd) != str ) :
            raise Exception("Node argument must be a string")
        if(type(weight) != int) :
            if(weight != float('inf')) :
                raise Exception("Weight argument must be an integer
or infinity")
        self.__adjacencyList[nodeStart][nodeEnd] = weight

    # Mendapatkan jarak Euclidean
    def getEuclideanDistance(self, x1, x2, y1, y2) :
        return ((x1 - x2)**2 + (y1 - y2)**2)**(0.5)

    # Heuristik
    def getHeuristic(self, nodeStart, nodeEnd) :

```

```

        if(type(nodeStart) != Node or type(nodeEnd) != Node) :
            raise Exception("Argument must be an instance of Node Object")

        return self.getEuclideanDistance(nodeStart.x, nodeEnd.x, nodeStart.y, nodeEnd.y);

    # Mencari Shortest Path antara dua node. Tipe balikan berupa map berisi data path dan distance
    # Antara nodeStart dan nodeEnd
    def shortestPath(self, nodeStart, nodeEnd) :
        if(type(nodeStart) != str or type(nodeEnd) != str) :
            raise Exception("Shortest path node argument must be a string")

        # Shortest Path Using A* Algorithm
        nodeSet = PriorityQueue()
        distances = {}
        previous = {}
        visited = []
        # Initial State
        nodeSet.enqueue(nodeStart, 0)
        previous[nodeStart] = None
        # Filling distances with inf
        for node in self.__nodes :
            if(node != nodeStart) :
                distances[node] = float('inf')
            else :
                distances[nodeStart] = 0
        while not nodeSet.empty():
            currentNode = nodeSet.dequeue().item;
            if(currentNode == nodeEnd) :
                path = []
                # distances = 0
                while(previous[currentNode] != None) :
                    path.insert(0,currentNode);
                    currentNode = previous[currentNode];
                path.insert(0, nodeStart)
                return { 'path' : path, 'distance' : distances[nodeEnd] }

            # Filtering nodes that have inf distance
            adjacencyList = dict(filter(lambda node: node[1] != float('inf'), self.__adjacencyList[currentNode].items()))
            for neighbor in adjacencyList :
                # Continue the for loop if the neighbor is already visited

```

```

        if(neighbor in visited) :
            continue
        weight = self.__adjacencyList[currentNode][neighbor]

        if(weight == float('inf')) :
            continue
        candidateDistance = distances[currentNode] + int(weight)

        if(candidateDistance < distances[neighbor]) :
            # Adding neighbor to the previous map and distances map
            previous[neighbor] = currentNode
            distances[neighbor] = candidateDistance

            # Calculating the heuristic value between the starting node and the current neighbor.
            nodeStartInput = self.__nodes[nodeStart]
            neighborInput = self.__nodes[neighbor]
            priority = distances[neighbor] + self.getHeuristic(nodeStartInput, neighborInput)

            # Add the current neighbor to the queue.
            if not nodeSet.exists(neighbor) :
                nodeSet.enqueue(neighbor, priority)
            visited.append(currentNode)

# Membuat graf dari file
# This function only works with specific structure that is specified in the sample.txt file
def setGraphFromFile(self, filename) :
    # Read the file
    f = open(filename, "r", encoding="utf-8")
    arr = f.readlines()
    temp = []
    for i in arr :
        temp.append(i.rstrip())
    arr = temp
    nodeCount = int(arr[0])
    nodes = arr[1:nodeCount+1]
    adjacencyList = arr[nodeCount+1:]
    # Filling the self.__nodes attribute
    for node in nodes :
        nodeAttributes = node.split();
        title = nodeAttributes[0]
        x = int(nodeAttributes[1])

```

```

        y = int(nodeAttributes[2])
        self.addNode(title, x, y);
    # Filling the self.__adjacencyList attribute;
    for connection in adjacencyList :
        connectionList = connection.split();
        nodeStart = connectionList[0]
        for i in range(len(connectionList[1:])) :
            key = list(self.__nodes.keys())[i]
            nodeEnd = self.__nodes[key].title
            weight = int(connectionList[1:][i])
            if(weight == -1) :
                weight = float('inf')
            self.addEdge(nodeStart, nodeEnd, weight)

```

#### 4. File main.py

```

import random

# Local Import
from Node import Node
from Graph import Graph

# Dengan mengasumsikan tiap case diberi nama Test1.txt, Test2.txt, dst
# Automatic test yang akan menjalankan seluruh test case sekaligus dengan node awal dan akhir random.
def runTestCases(numOfCases) :
    for i in range(numOfCases) :
        filename = f"Test{i+1}.txt"
        graph = Graph()
        graph.setGraphFromFile("../test/" + filename)
        nodes = list(graph.getNodes().keys())
        length = len(nodes)
        n = random.randint(0,length-1)
        start = nodes[n]
        n = random.randint(0,length-1)
        end = nodes[n]
        result = graph.shortestPath(start, end)
        print(f"Test case number {i+1}")
        print(f"Selected nodes are : {start} and {end}")
        print("Path : " + str(result['path']))
        print("Distance : ", result['distance'])
        print()

```

```

def main() :
    # Menjalankan seluruh test cases
    numOfCases = 6
    runTestCases(numOfCases);

    # # Apabila ingin menjalankan test case satu per satu, uncomment
    bagian bawah dan comment runTestCases(numofCases)
    # # Tinggal memasukkan nama file beserta ekstensinya, Contoh: "Test1.txt"
    # filename = input("Masukkan nama file: \n")
    # graph = Graph()
    # graph.setGraphFromFile("../test/" + filename)

    # # Pastikan nama simpul sesuai dengan pada file input
    # start = input("Masukkan simpul asal: \n")
    # end = input("Masukkan simpul tujuan: \n")
    # result = graph.shortestPath(start, end)
    # print("Path : " + str(result['path']))
    # print("Distance : ", result['distance'])
    # print()

main()

```



## Hasil Uji

### Tes 1:

```
Test1.txt - Notepad
File Edit Format View Help
8
A 8 1
B 7 2
C 1 2
D 4 5
E 7 3
F 9 1
G 0 0
H -2 3
A 0 1 6 -1 5 -1 -1 -1
B 1 0 -1 1 3 -1 -1 -1
C 6 -1 0 -1 2 -1 -1 -1
D -1 1 -1 0 2 -1 4 -1
E 5 3 2 2 0 5 1 -1
F -1 -1 -1 -1 5 0 9 -1
G -1 -1 -1 4 1 9 0 2
H -1 -1 -1 -1 -1 -1 2 0

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test1.txt
Masukkan simpul asal:
A
Masukkan simpul tujuan:
H
{'A': 0, 'B': 1, 'C': 6, 'D': 2, 'E': 4, 'F': 9, 'G': 5, 'H': 7}
['A', 'B', 'E', 'G', 'H']

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>
```

### Tes 2:

```
Test2.txt - Notepad
File Edit Format View Help
8
A 1 1
B 4 5
C 2 1
D 1 3
E 9 1
F 8 3
G 10 9
H 0 0
A 0 4 2 -1 -1 -1 -1 2
B 4 0 -1 -1 3 -1 -1 -1
C 2 -1 0 2 -1 4 -1 -1
D -1 -1 2 0 3 1 -1 -1
E -1 3 -1 3 0 1 -1 -1
F -1 -1 4 1 1 0 6 -1
G -1 -1 -1 -1 -1 6 0 8
H 2 -1 -1 -1 -1 -1 8 0

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test2.txt
Masukkan simpul asal:
A
Masukkan simpul tujuan:
G
{'A': 0, 'B': 4, 'C': 2, 'D': 4, 'E': 6, 'F': 5, 'G': 10, 'H': 2}
['A', 'H', 'G']
```

### Tes 3:

```
Test3.txt - Notepad
File Edit Format View Help
8
kubus -933 104
bonbin -936 84
batan -882 80
sabuga -863 78
dayang -874 115
saraga -856 102
mcdonalds -852 135
borromeus -937 130
kubus 0 27 30 -1 -1 -1 -1 -1
bonbin 27 0 60 -1 -1 -1 -1 -1
batan -1 60 0 62 43 -1 -1 -1
sabuga -1 -1 62 0 54 -1 -1 -1
dayang -1 -1 43 54 0 83 55 -1
saraga -1 -1 -1 -1 83 0 74 -1
mcdonalds -1 -1 -1 -1 55 74 0 98
borromeus 30 -1 -1 -1 -1 -1 98 0
```

```
C:\Windows\System32\cmd.exe
Microsoft Windows [Version 10.0.19041.867]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test3.txt
Masukkan simpul asal:
kubus
Masukkan simpul tujuan:
borromeus
{'kubus': 0, 'bonbin': 27, 'batan': 30, 'sabuga': 92, 'dayang': 73, 'saraga': 156, 'mcdonalds': 128, 'borromeus': 226}
['kubus', 'batan', 'dayang', 'mcdonalds', 'borromeus']

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>
```

### Tes 4:

```
Test4.txt - Notepad
File Edit Format View Help
8
masjid -218 682
parahyangan -224 629
pendopo -233 701
pln -213 835
museum -211 985
fountain -200 896
sma -239 751
gereja -251 606
masjid 0 81 154 244 -1 -1 407 -1
parahyangan 81 0 152 -1 -1 -1 382 307
pendopo 154 152 0 326 -1 -1 357 -1
pln 407 -1 326 0 214 175 446 -1
museum -1 -1 -1 214 0 277 -1 -1
fountain -1 -1 -1 175 277 0 -1 -1
sma 407 382 357 446 -1 -1 0 267
gereja -1 307 -1 -1 -1 -1 267 0
```

```
C:\Windows\System32\cmd.exe
Microsoft Windows [Version 10.0.19041.867]
(c) 2020 Microsoft Corporation. All rights reserved.

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test4.txt
Masukkan simpul asal:
masjid
Masukkan simpul tujuan:
museum
{'masjid': 0, 'parahyangan': 81, 'pendopo': 154, 'pln': 244, 'museum': 458, 'fountain': 419, 'sma': 407, 'gereja': 388}
['masjid', 'pln', 'museum']

C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>
```

## Tes 5:

```
Test5.txt - Notepad
File Edit Format View Help
8
Borma -554 519
SMPN18 -518 416
Carrefour -466 416
Uninus -645 444
Edelweiss -433 496
Metro -419 588
Dinas -343 625
Pandanwangi -627 515
Borma 0 16 -1 -1 22 -1 -1 13
SMPN18 16 0 6 -1 -1 -1 -1 -1
Carrefour -1 6 0 4 -1 -1 -1 -1
Uninus -1 -1 4 0 7 -1 -1 -1
Edelweiss 22 -1 -1 7 0 12 -1 -1
Metro -1 -1 -1 -1 12 0 15 -1
Dinas -1 -1 -1 -1 -1 15 0 -1
Pandanwangi 13 -1 -1 -1 -1 -1 -1 0
```

```
C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test5.txt
Masukkan simpul asal:
Borma
Masukkan simpul tujuan:
Dinas
{'Borma': 0, 'SMPN18': 16, 'Carrefour': 22, 'Uninus': 29, 'Edelweiss': 22, 'Metro': 34, 'Dinas': 49, 'Pandanwangi': 13}
['Borma', 'Edelweiss', 'Metro', 'Dinas']
```

## Tes 6:

```
Test6.txt - Notepad
File Edit Format View Help
8
Revo -553 699
MM -48 699
Stadium -384 699
Summarecon -269 700
RSUD -422 700
Jakapermai -477 697
GGP -705 697
Kemang -698 699
Revo 0 91 -1 -1 -1 -1 -1 205
MM 91 0 112 -1 214 187 -1 -1
Stadium -1 112 0 134 190 -1 -1 -1
Summarecon -1 -1 134 0 -1 -1 -1 -1
RSUD -1 214 190 -1 0 -1 -1 -1
Jakapermai -1 187 -1 -1 -1 0 36 -1
GGP -1 -1 -1 -1 -1 36 0 25
Kemang 205 -1 -1 -1 -1 -1 25 0
```

```
C:\Tugas\Stima\Tucil3\Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>py main.py
Masukkan nama file:
Test6.txt
Masukkan simpul asal:
Revo
Masukkan simpul tujuan:
Stadium
{'Revo': 0, 'MM': 91, 'Stadium': 203, 'Summarecon': inf, 'RSUD': 305, 'Jakapermai': 266, 'GGP': 230, 'Kemang': 205}
['Revo', 'MM', 'Stadium']
```

## Alamat Source Code

<https://github.com/eruds/Tugas-Kecil-3-Strategi-Algoritma-A-Algorithm>

(Masih private)

Folder “../Tucil\_13519014/src”

## Spesifikasi Program

No.	Poin	Ya	Tidak
1.	Program dapat menerima input graf.	V	
2.	Program dapat menghitung lintasan terpendek.	V	
3.	Program dapat menampilkan lintasan terpendek serta jaraknya.	V	
4.	Bonus: Program dapat menerima input peta dengan Google Map API dan menampilkan peta.		V