# TUGAS KECIL 3 IF2211 STRATEGI ALGORITMA SEMESTER II TAHUN 2020/2021

# Implementasi Algoritma A\* untuk Menentukan Lintasan Terpendek

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# PROGRAM STUDI TEKNIK INFORMATIKA SEKOLAH TEKNIK ELEKTRO DAN INFORMATIKA INSTITUT TEKNOLOGI BANDUNG 2020/2021

#### **Kode Program**

## Class graph

```
public class Graph
       private Dictionary<string, string[]> adjacency;
        // [from, to] as key, distace as value
       private Dictionary<Tuple<string, string>, double> relationsDictionary;
        // nodes with its coordinate
        private Dictionary<string, Double[]> nodes;
        public Graph(List<string[]> relations, Dictionary<string, string[]>
adjacency, Dictionary<string, Double[]> nodes)
            this.adjacency = adjacency;
            this.nodes = nodes;
            this.relationsDictionary = new Dictionary<Tuple<string, string>,
double>();
            foreach (var rel in relations)
                var k1 = new Tuple<string, string>(rel[0], rel[1]);
                var k2 = new Tuple<string, string>(rel[1], rel[0]);
                if (!relationsDictionary.ContainsKey(k1))
this.relationsDictionary.Add(k1, Convert.ToDouble(rel[2]));
                if (!relationsDictionary.ContainsKey(k2))
this.relationsDictionary.Add(k2, Convert.ToDouble(rel[2]));
       public double G(String start, String n)
            String[] from = { "0", start };
            double cost = 0;
            List<List<String>> simpulHidup = new List<List<String>>();
            List<string> dikunjungi = new List<string>();
            double distanceAtoN = 0;
            while (from[from.Count() - 1] != n && (simpulHidup.Any() ||
!dikunjungi.Any()))
            {
                dikunjungi.Add(from[from.Count() - 1]);
                String[] children = adjacency[from[from.Count() - 1]];
                foreach (var child in children)
                    if (!dikunjungi.Contains(child))
                        var jalur = new Tuple<string, string>(child,
from[from.Count() - 1]);
                        String distance =
Convert.ToString(relationsDictionary[jalur] + distanceAtoN);
                        simpulHidup.Add(from.ToList<string>());
                        simpulHidup[simpulHidup.Count - 1][0] = distance;
                        simpulHidup[simpulHidup.Count - 1].Add(child);
                    }
                }
```

```
var simpulMati = simpulHidup[0];
                double minDistance = 0;
                from = simpulMati.ToArray();
                distanceAtoN = Convert.ToDouble(simpulMati[0]);
                foreach (var node in simpulHidup)
                    double dist = Convert.ToDouble(node[0]);
                    if (dist < minDistance || minDistance == 0)</pre>
                    {
                        minDistance = dist;
                        distanceAtoN = dist;
                        from = node.ToArray();
                        simpulMati = node;
                }
                simpulHidup.Remove(simpulMati);
            cost = Convert.ToDouble(from[0]);
            return cost;
        public double H(String n, string goal)
            return euclideanDist(nodes[n][0], nodes[n][1], nodes[goal][0],
nodes[goal][1]);
        public double F(String start, String n, String goal)
            return G(start, n) + H(n, goal);
        public List<string> Astar(string start, string goal)
            List<string> dikunjungi = new List<string>();
            String[] from = { "0", start };
            List<List<String>> simpulHidup = new List<List<String>>();
            while (from[from.Count() - 1] != goal && (simpulHidup.Any() ||
!dikunjungi.Any()))
                dikunjungi.Add(from[from.Count() - 1]);
                String[] children = adjacency[from[from.Count() - 1]];
                foreach (var child in children)
                    if (!dikunjungi.Contains(child))
                        String bobot = Convert.ToString(F(start, child,
goal));
                        simpulHidup.Add(from.ToList<string>());
                        simpulHidup[simpulHidup.Count - 1][0] = bobot;
                        simpulHidup[simpulHidup.Count - 1].Add(child);
                }
```

```
double bobotMin = Convert.ToDouble(simpulHidup[0][0]);
                var simpulMati = simpulHidup[0];
                from = simpulMati.ToArray();
                foreach (var node in simpulHidup)
                    double dist = Convert.ToDouble(node[0]);
                    if (dist < bobotMin)</pre>
                        bobotMin = dist;
                        from = node.ToArray();
                        simpulMati = node;
                    }
                }
                simpulHidup.Remove(simpulMati);
            if (from[from.Count() - 1] != goal) {
                String[] toReturn = { "0", start };
                return toReturn.ToList<string>();
            return from.ToList<string>();
        public double euclideanDist(Double x1, Double y1, Double x2, Double
y2) {
            return Math.Sqrt(Math.Pow(x1-x2,2)+Math.Pow(y1-y2,2));
        }
    }
```

Form1.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System. Drawing;
using System.Ling;
using System. Text;
using System. Threading. Tasks;
using System.Windows.Forms;
using System.IO;
using System. Diagnostics;
namespace Astar
   public partial class Form1 : Form
        // num of relation
        int nRelations = 0;
        // contains all relations and its distance [from, to, distance]
        List<string[]> relations = new List<string[]>();
        // contains all unique nodes
        List<string> nodes = new List<string>();
        // nodes dictionary contains node's name as key, and its coordinat
        Dictionary<string, Double[]> nodesDictionary = new Dictionary<string,</pre>
Double[]>();
        // adjacency dict, contains parent as key, children as values
        Dictionary<string, string[]> adjacency = new Dictionary<string,</pre>
string[]>();
        // open file
        OpenFileDialog openFile = new OpenFileDialog();
        //visualizer
        Visualizer v = new Visualizer();
        Graph g;
        public Form1()
            InitializeComponent();
            v.Initialize(graphVis); // initialize graph
        private void chooseGraph Click(object sender, EventArgs e)
            if (openFile.ShowDialog() == DialogResult.OK)
                try
                {
                    // open .txt file
                    StreamReader sr = new StreamReader(openFile.FileName);
```

```
int lineNum = 0;
                    string line = "";
                    if (v.Viewer.Graph != null)
                        v.ClearScreen (nodes);
                    nodes.Clear();
                    adjacency.Clear();
                    nodesDictionary.Clear();
                    relations.Clear();
                    fromdropdown.Items.Clear();
                    while (line != null)
                        // read every line
                        line = sr.ReadLine();
                        // skip 1st line (num of relation)
                        if (line != null)
                            if (lineNum == 0)
                                 nRelations = Convert.ToInt32(line);
                                 // Debug.WriteLine("Banyak relasi {0}",
nRelations);
                            else if(lineNum <= nRelations)</pre>
                                 // array of splitted line
                                 String[] splitLine = new String[3];
                                 // split every line read
                                 splitLine = line.Split(' ');
                                 Double[] koordinat = {
Convert.ToDouble(splitLine[0]), Convert.ToDouble(splitLine[1]) };
                                 nodesDictionary.Add(splitLine[2], koordinat);
                                 nodes.Add(splitLine[2]);
                                 // Debug.WriteLine("Node ke {0}: {1}",
lineNum, nodes[lineNum-1]);
                                 // Debug.WriteLine("Node Directory key {0},
koordinat({1}, {2})", nodesDictionary.Keys.ElementAt(lineNum - 1),
nodesDictionary.Values.ElementAt(lineNum-1)[0],
nodesDictionary.Values.ElementAt(lineNum - 1)[1]);
                                     // adjacency
                             else
                                 String[] splitLine = new String[nRelations];
                                 splitLine = line.Split(' ');
                                 int idxFrom = lineNum - 1 - nRelations;
                                 // Debug.WriteLine("line ke {0}",
```

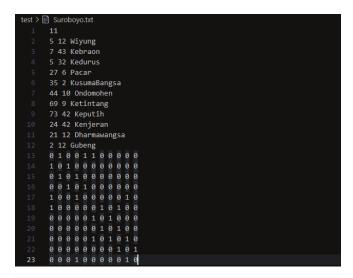
```
lineNum-nRelations);
                                List<String> child = new List<String>();
                                 for (int i = 0; i<nRelations; i++)</pre>
                                     // Debug.WriteLine(i);
                                     int currentValue =
Convert.ToInt32(splitLine[i]);
                                     if ((i<= lineNum - nRelations - 1) &&
currentValue == 1)
                                     {
                                         int idxTo = i;
                                         String[] fromTo = { nodes[idxFrom],
nodes[idxTo], "" };
                                         double absis =
Convert.ToDouble(nodesDictionary[fromTo[0]][0]) -
Convert.ToDouble(nodesDictionary[fromTo[1]][0]);
                                         double ordinat =
Convert.ToDouble(nodesDictionary[fromTo[0]][1]) -
Convert.ToDouble(nodesDictionary[fromTo[1]][1]);
                                         double distance =
Math.Sqrt(Math.Pow(absis, 2.00) + Math.Pow(ordinat, 2.00));
                                         fromTo[2] =
Convert.ToString(distance);
                                         // Debug.WriteLine("idx from {0}",
idxFrom);
                                         // Debug.WriteLine("idx to {0}",
idxTo);
                                         relations.Add(fromTo);
                                         // Debug.WriteLine("Relation from {0}
to {1}. jaraknya {2}", relations[relations.Count-1][0],
relations[relations.Count - 1][1], relations[relations.Count - 1][2]);
                                     if (currentValue == 1)
                                         child.Add(nodes[i]);
                                 adjacency[nodes[idxFrom]] = child.ToArray();
                            }
                        lineNum++;
                    nodes.Sort();
```

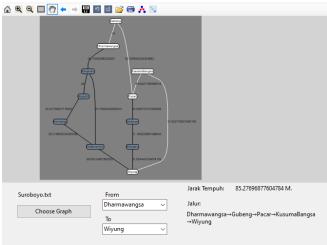
```
foreach (var node in nodes)
           {
                        fromdropdown.Items.Add(node);
                    }
                    // display filename
                    label3.Text = Path.GetFileName(openFile.FileName);
                    g = new Graph(relations, adjacency, nodesDictionary);
                    v.Initialize(graphVis);
                    v.Start(nodes, relations);
                catch (Exception error)
                    MessageBox.Show(error.Message, "Failed to Open File",
MessageBoxButtons.OK, MessageBoxIcon.Warning);
            // failed to open file
            else
                MessageBox.Show("Choose .txt File", "Failed to Open File",
MessageBoxButtons.OK, MessageBoxIcon.Information);
        }
        private void Form1 Load(object sender, EventArgs e)
            // to filter only .txt file
            openFile.Filter = "Text Files (.txt) | *.txt";
        }
        private void fromdropdown SelectedIndexChanged(object sender,
EventArgs e)
            // clear "To dropdown
            todropdown.Items.Clear();
            // chosen point "from" dropdown
            String from = fromdropdown.Text;
            // add unselected account to "Explore Friends With" dropdown
            foreach (var item in fromdropdown. Items)
                if (item.ToString() == from) continue;
                todropdown.Items.Add(item);
            }
        }
        private void todropdown SelectedIndexChanged(object sender, EventArgs
e)
        {
```

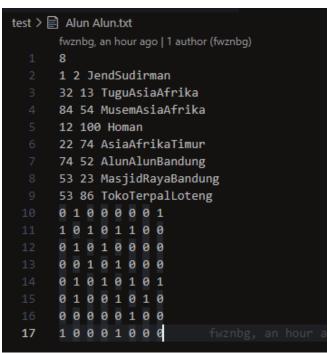
```
string start = fromdropdown.SelectedItem.ToString();
    string goal = todropdown.SelectedItem.ToString();
    List<string> path = g.Astar(start, goal);
    v.VisualizePath(nodes, relations, path);
    jaraktempuh.Text = path[0] + " M.";
    String teks = String.Join("→", path.Skip(1));
    richTextBox1.Text = teks;
    using (Graphics g = CreateGraphics())
    {
        richTextBox1.Height = (int)g.MeasureString(richTextBox1.Text,
        richTextBox1.Font, richTextBox1.Width).Height + 5;
    }
}
```

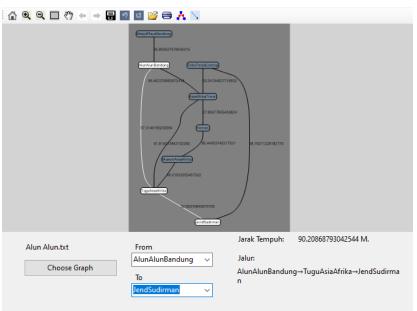
## **Graf Input dan Screenshot Jalur**

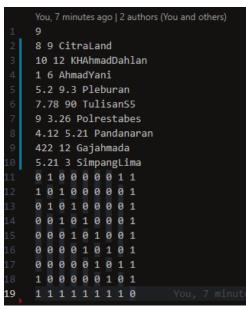
## 1.

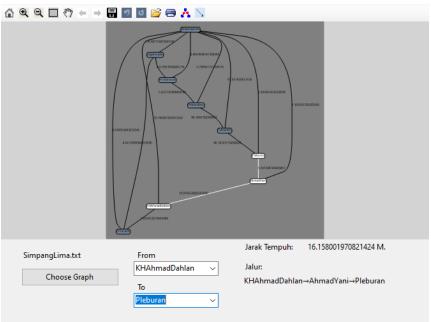






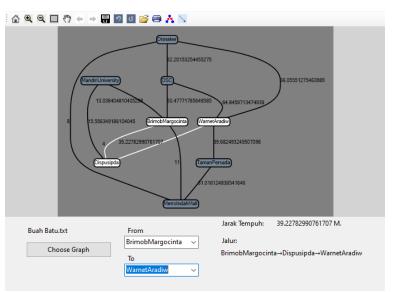


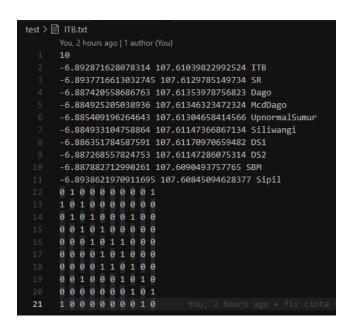


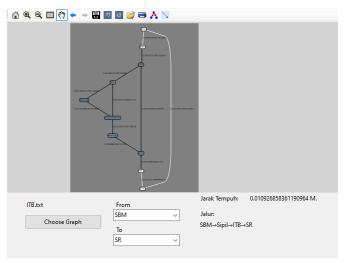


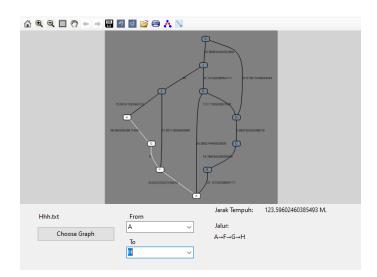
#### 4.











## Link Github

# https://github.com/fwznbg/ShortestPath

Poin	YA
1. Program dapat menerima input graf	YA
2. Program dapat menghitung lintasan terpendek	YA
3. Program dapat menampilkan lintasan terpendek serta jaraknya	YA
4. Bonus: Program dapat menerima input peta dengan Google Map API dan menampilkan peta	