Assignment Bonus:

To get the detail of the car location we can define the entire map into a grid where each intersection is the node point.

The node point will find the car location and the destination point.

Then by using the Dijkstra’s Algorithm we will calculate the shortest path from car to the destination point.

We can track the location of the car using the node points on the map grid.

Every specific grid will have a set check points when the car crosses the checkpoint the location gets updated to the servers notifying the user and reducing the time to reach.

