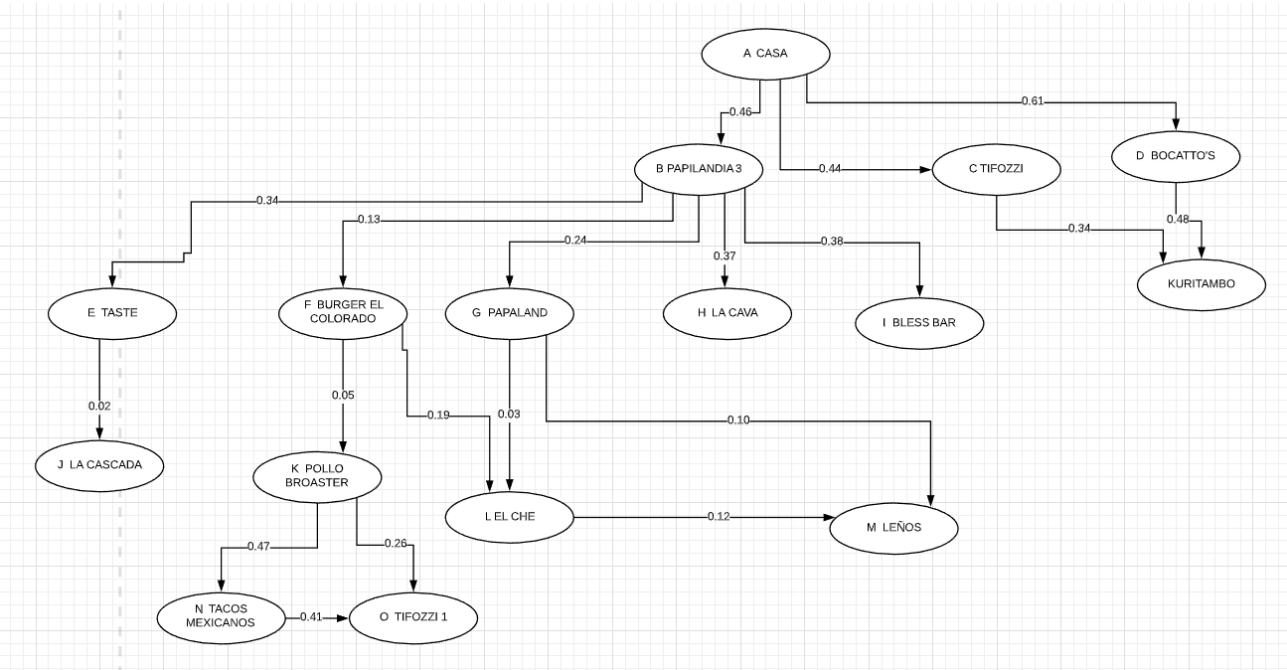
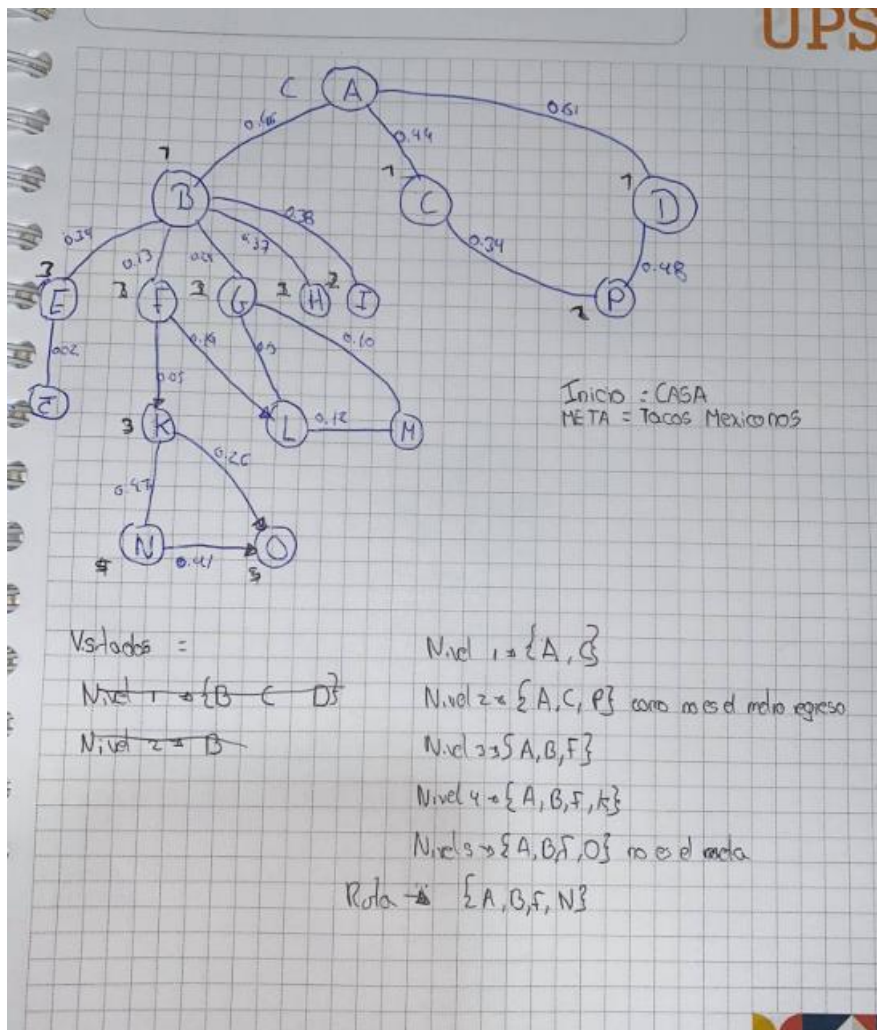


COLINA



## SOLUCION A MANO



## SOLUCION NEO4J

### CREACION DE LOS NODOS

```
CREATE (a:Restaurante {name: 'CASA'}),
(b:Restaurante {name: 'PAPILANDIA'}),
(c:Restaurante {name: 'TIFOZZI'}),
(d:Restaurante {name: 'BOCATTOS'}),
(e:Restaurante {name: 'TASTE'}),
(f:Restaurante {name: 'BURGER EL COLORADO'}),
(g:Restaurante {name: 'PAPILANDIA'}),
(h:Restaurante {name: 'LA CAVA'}),
(i:Restaurante {name: 'BLESS BAR'}),
(j:Restaurante {name: 'LA CASCADA '}),
(k:Restaurante {name: 'POLLO BROASTER'}),
(l:Restaurante {name: 'EL CHE'}),
(m:Restaurante {name: 'LEÑOS'}),
(n:Restaurante {name: 'TACOS MEXICANOS'}),
(o:Restaurante {name: 'TIFOZZI-1'}),
```

```
(p:Restaurante {name: 'KURITAMBO'}),
```

```
(a)-[:ROAD {cost: 0.46}]->(b),  
(a)-[:ROAD {cost: 0.44}]->(c),  
(a)-[:ROAD {cost: 0.61}]->(d),  
(c)-[:ROAD {cost: 0.34}]->(p),  
(d)-[:ROAD {cost: 0.48}]->(p),  
(b)-[:ROAD {cost: 0.34}]->(e),  
(b)-[:ROAD {cost: 0.13}]->(f),  
(b)-[:ROAD {cost: 0.24}]->(g),  
(b)-[:ROAD {cost: 0.37}]->(h),  
(b)-[:ROAD {cost: 0.38}]->(i),  
(e)-[:ROAD {cost: 0.02}]->(j),  
(f)-[:ROAD {cost: 0.05}]->(k),  
(f)-[:ROAD {cost: 0.19}]->(l),  
(g)-[:ROAD {cost: 0.03}]->(l),  
(g)-[:ROAD {cost: 0.10}]->(m),  
(l)-[:ROAD {cost: 0.12}]->(m),  
(k)-[:ROAD {cost: 0.47}]->(n),  
(k)-[:ROAD {cost: 0.26}]->(o),  
(n)-[:ROAD {cost: 0.41}]->(o)
```



Metodo para búsqueda por Shortest Path en Neo4j

```

MATCH (start:Restaurante {name: 'CASA'}), (end:Restaurante
{name: 'TACOS MEXICANOS'})
CALL gds.alpha.shortestPath.stream({
nodeProjection: 'Restaurante',
relationshipProjection: {
ROAD: {
type: 'ROAD',
properties: 'cost',
orientation: 'UNDIRECTED'
}
},
startNode: start,
endNode: end,
relationshipWeightProperty: 'cost'
})
YIELD nodeId, cost
RETURN gds.util.asNode(nodeId).name AS name, cost

```

"CASA"	0.0
"PAPILANDIA"	0.46
"BURGER EL COLORADO"	0.5900000000000001
"POLLO BROASTER"	0.6400000000000001
"TACOS MEXICANOS"	1.11