

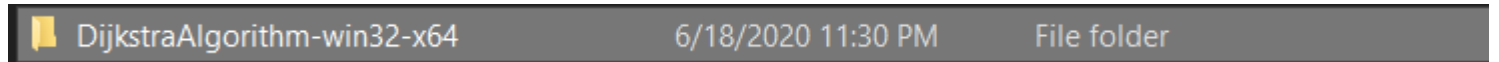
# Maximum Flow & Dijkstra Algorithm

Dr.Moustafa reda Eltantawi

Implemented  
BY

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Extract project  
files then open  
project folder



**open project folder**

Run EXE file

locales	6/18/2020 11:26 PM	File folder	
resources	6/18/2020 11:26 PM	File folder	
swiftshader	6/18/2020 11:26 PM	File folder	
chrome_100_percent.pak		PAK File	176 KB
chrome_200_percent.pak		PAK File	313 KB
d3dcompiler_47.dll		Application extens...	4,377 KB
DijkstraAlgorithm.exe	6/18/2020 11:30 PM	Application	110,849 KB
ffmpeg.dll		Application extens...	2,708 KB
icudtl.dat		DAT File	10,260 KB
libEGL.dll		Application extens...	371 KB
libGLSv2.dll		Application extens...	7,679 KB
LICENSE		File	2 KB
LICENSES.chromium.html		Chrome HTML Do...	4,754 KB
resources.pak		PAK File	4,691 KB
snapshot_blob.bin		BIN File	50 KB
v8_context_snapshot.bin		BIN File	167 KB
version		File	1 KB
vk_swiftshader.dll		Application extens...	4,368 KB
vk_swiftshader_icd.json		JSON File	1 KB
vulkan-1.dll		Application extens...	609 KB

switch graph to  
bidirectional  
graph

How To Use (Readme)

### Graph Controls

☒ bidirectional ←

label Add Node

label Delete

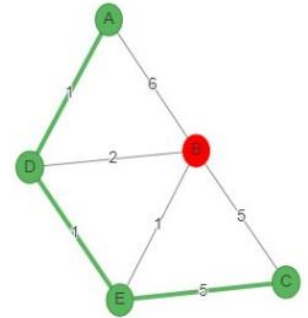
From To Cost Add Edge

A C Dijkstra

A C MaxFlow

2 s A C Dijkstra Steps

7 s A C MaxFlow Steps



cost: 7, A>D>E>C

By using the bidirectional toggle you will be able to switch the graph into bidirectional and switching it back

# Add node to the graph

This is An Implementation For the final Algorithms project  
2019/2020  
under the supervision of  
Dr.Moustafa reda Eltantawi

## Graph Controls

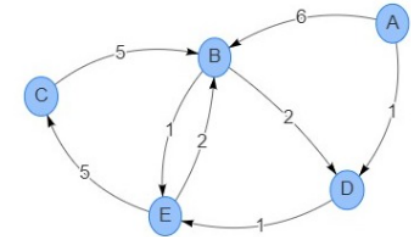
f Add Node

label Delete

From To Cap Add Edge

A	C	Dijkstra
A	C	Dijkstra Steps
A	C	MaxFlow
A	C	MaxFlow Steps

Draw arrow



If you want to add node  
type the name of the node (example f) and click on “add node” button.



Notice the Button is Disabled untill you enter A character in the text input

# Delete node from the graph

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### Graph Controls

f Add Node

C Delete

From To Cap Add Edge

A	C	Dijkstra
A	C	Dijkstra Steps
A	C	MaxFlow
A	C	MaxFlow Steps

f

If you want to delete a node type the name of the node (example C ) and click on “delete” button.

# Add edge to the graph

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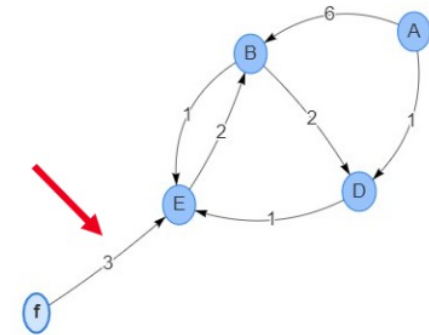
### Graph Controls

f Add Node

C Delete

f E 3 Add Edge

A	C	Dijkstra
A	C	Dijkstra Steps
A	C	MaxFlow
A	C	MaxFlow Steps



If you want to add an edge type the name of the source node (example f ),the destination node (example E ) and the weight/Capacity of the edge (example 3 ) and click on “add edge” button.



# Control delaying time of dijkstra solution

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[How To Use \(Readme\)](#)

### Graph Controls

☐ bidirectional

label

label

From To Cs

A	C	<input type="button" value="Dijkstra"/>
A	C	<input type="button" value="MaxFlow"/>

4 s

A

C

1 s

A

C

cost: 7, A>D>E>C

You can control the delay time (4 s) from one step to another in dijkstra from the slider

Get the solution

How to Use (Readme)

screensnot name

### Graph Controls

☒ bidirectional

label Add Node

label Delete

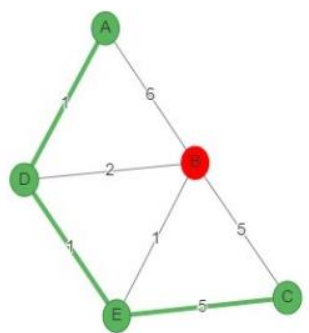
From To Ca Add Edge

A C Dijkstra

A C MaxFlow

2 s A C Dijkstra Steps

7 s A C MaxFlow Steps



cost: 7, A>D>E>C

The solution will be displayed down there along side the path