CMSC 204

Assignment 6

Learning Experience

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This assignment required us to create an application to maintain a network of towns and the roads connecting them. The application will use Dijkstra’s Shortest Path algorithm to find the shortest distance between any two towns. This project required the concepts of implementing graph interface, using graphs to maintain a network of vertices and implement shortest path algorithm.

This assignment was a tough as it was a fairly long project and all the topics were very new to me. I found it confusing to navigate through the graphs. It took me a bit more time to figure this assignment out. I found the shortest path algorithm really interesting. I always use google maps, but I never thought how it calculated the routes. I am wowed knowing what it takes to develop such applications.

This assignment was tougher but after I figured it, it was interesting . This assignment made me curious about other things that we use in our daily lives that requires coding as well.