

# Assembler Programming Languages Project

Topic: **Finding the shortest path using Dijkstra algorithm.**

User selects source and destination points on the grid, it is also possible to add walls to create a maze. Then clicks the start button which calls functions from the DLL library (ASM or C# implementation) with Dijkstra algorithm implementation, every step of the algorithm is visualized on the grid by changing colors of each cell corresponding to their state (for example current and visited).