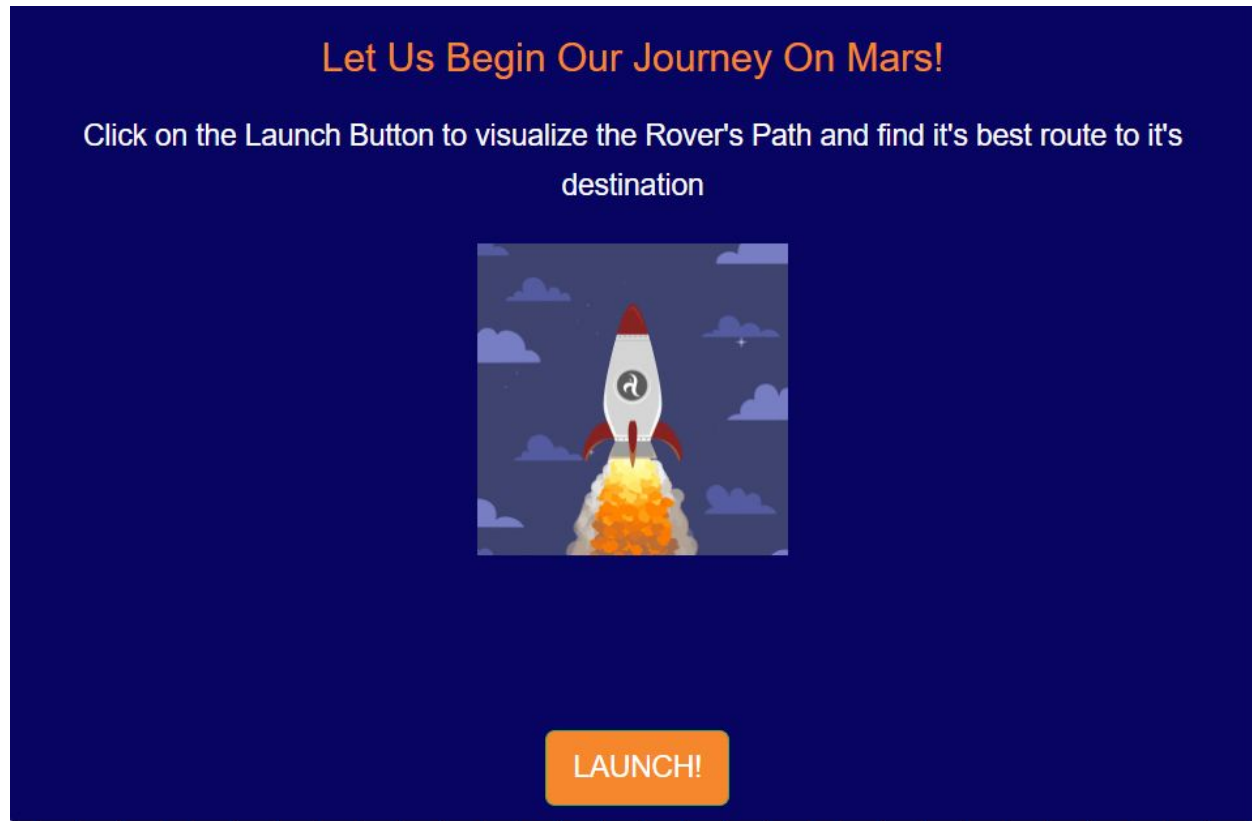
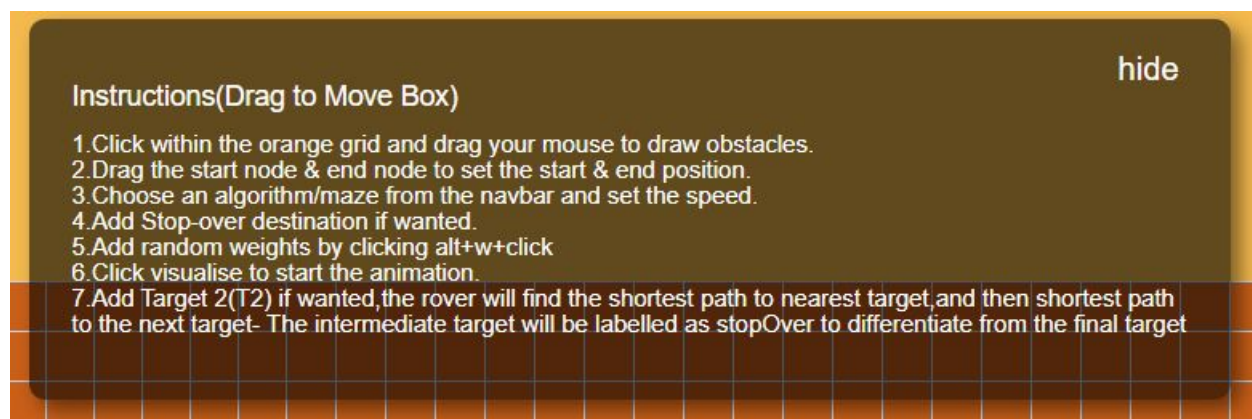


## SCREENSHOTS TO SUPPORT PATHFINDING VISUALIZER WEB APP

**OPENING POP-UP:** when the url is entered, the first screen that the user would see is the pop-up, clicking on the launch button would lead to the PathFinding project.



**INSTRUCTIONS BOX:** There is a draggable instruction box present on the screen which is a step by step guide of how the application works. It has a hide button as well, clicking on which would make the box disappear after the user has understood the information correctly.



**ANIMATION :** To constantly remind the user basic steps to follow when the instructions are not visible and make the process easier in a fun way!

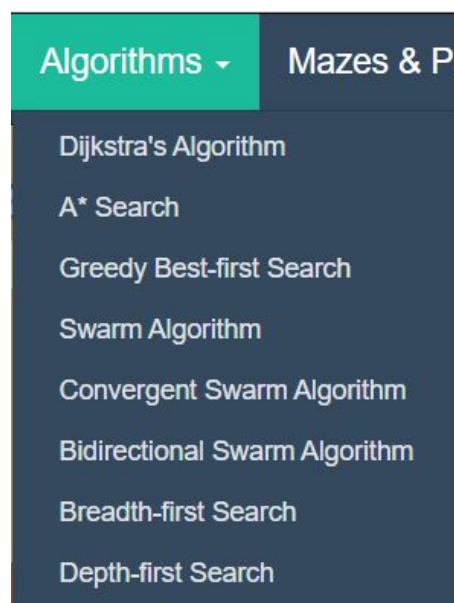


#### NAVBAR-

- **PATHFINDING VISUALISER BUTTON:** takes the user back to the first page (pop up box), clears all walls, start/end nodes, paths and animations. RESETS THE APP



- **ALGORITHMS DROPDOWN :** gives the option to the user to select from a vast variety of algorithms which is to be used to visualise.



- **MAZES & PATTERN DROPDOWN** : gives the option to the user to select from a vast variety of mazes which can be used to visualise.



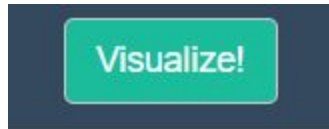
- **ADD STOPOVER** - this button allows the user to provide the rover with a stop-over point- i.e the rover **MUST** go to this point whether nearer or farther from destination and then only find the shortest path to go to target node



- **ADD SECOND TARGET NODE(T2)** : clicking on this would create a second target. Based on the distance from starting the rover would first go to CLOSER of the two targets and then go to the other target.



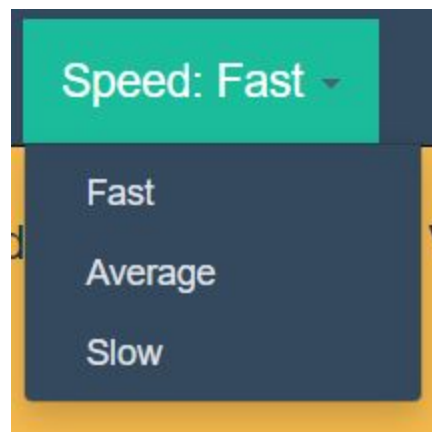
- **VISUALIZE BUTTON**- clicking on this button would start whatever animation is selected from the start node to the target node or to the stopovers if added and display the shortest path traversed



- **CLEAR PATH/WALLS/BOARD** - this is quite self explanatory, and will erase the aspect mentioned whatever button is clicked out of the three



- **SPEED SETTER DROPDOWN** : select the speed in which you want to visualise the algorithms working for a better understanding



- **LEGEND**- showing a list of all the icons used in the web application.

