Dijkstra's-Algorithm

Project Overview:

Your customer wishes to reach his destination town in the shortest possible time.

Implement a C++ program that allows the user to enter the graph which representing the towns then find him the shortest path to reach his destination from any given source town.

Standards:

- Using C++ programming language
- Using concepts of data structured
- Using concepts of object-oriented programming
- Using Gui

Objectives:

- Find shortest path
- Using algorithms
- Using data structured

Requirements/Task(s):

Task 1: add graph-towns and distance between them
Task 2: update graph data
Task 3: display graph data
Task 4: find shortest path between two towns
Task 5: display towns names in the shortest bath

The steps\plan of our project:

Call data from files and using operations like: update, delete, and modify then implement Dijkstra algorithm to find shortest path and finally implement graph using adjacency list

Summarize what we learned:

1. Using algorithms
2. Using files
3. Using data structured programming in project
4. How to use oop with structured programming in project