

How do I ***hustle*** and deliver packages?

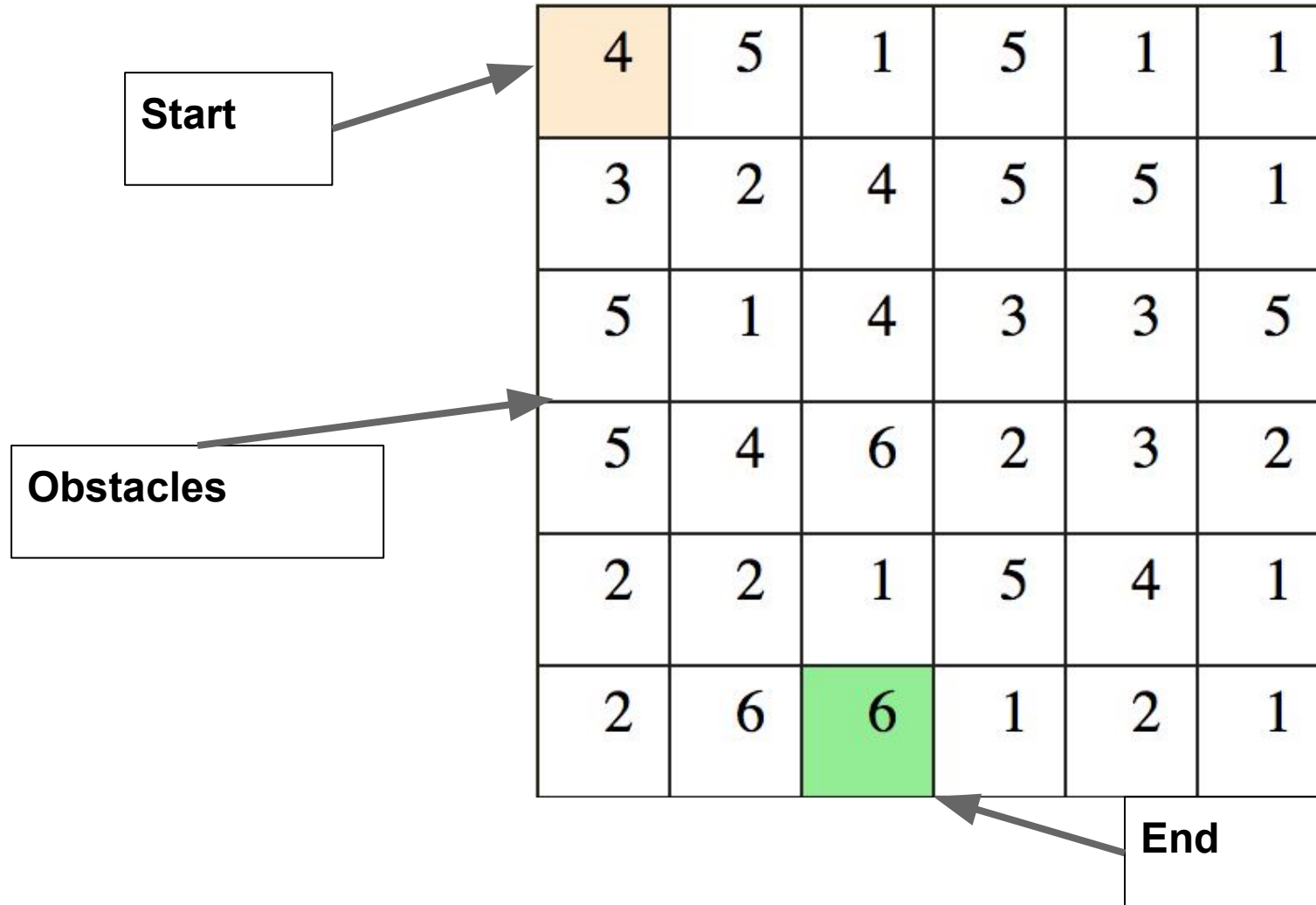


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The Problem

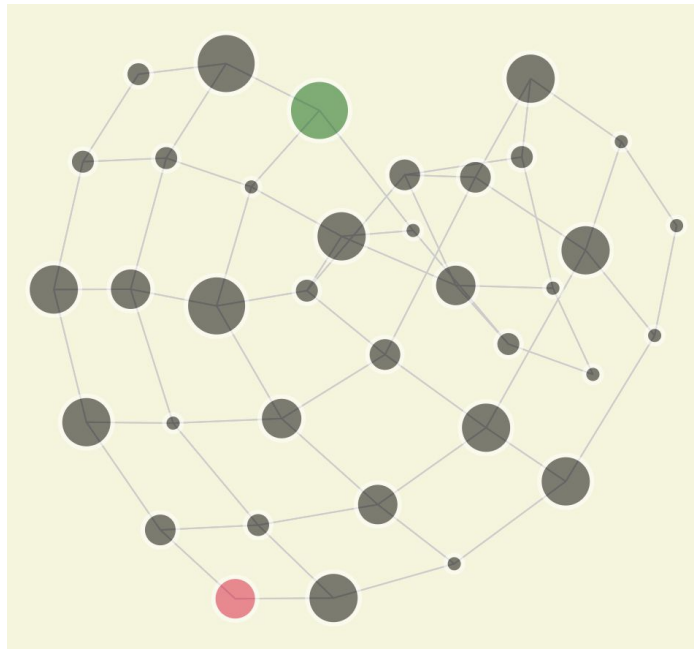
- A spy has to deliver a secret package from one point to another
- The road is dark and full of terrors
- The spy can travel in all four directions and has to reach the destination with minimum damage
- Can we find the optimal path to help the spy?

The Problem

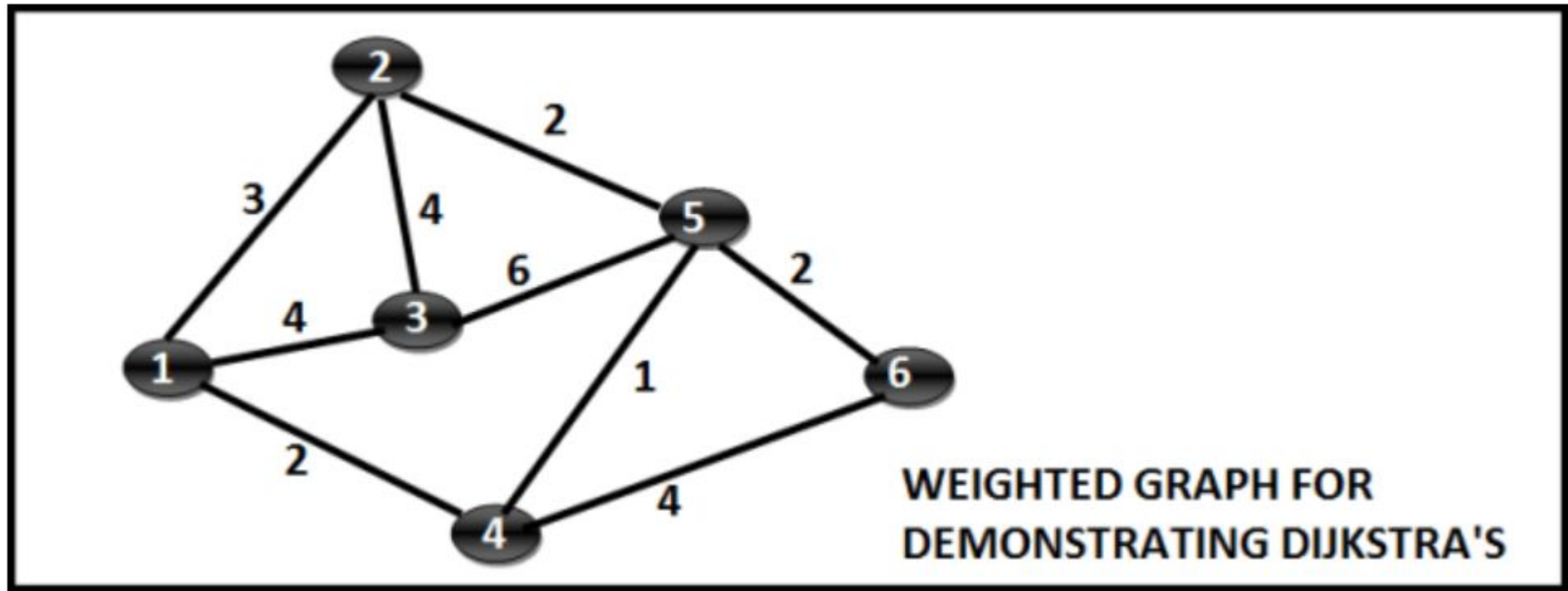


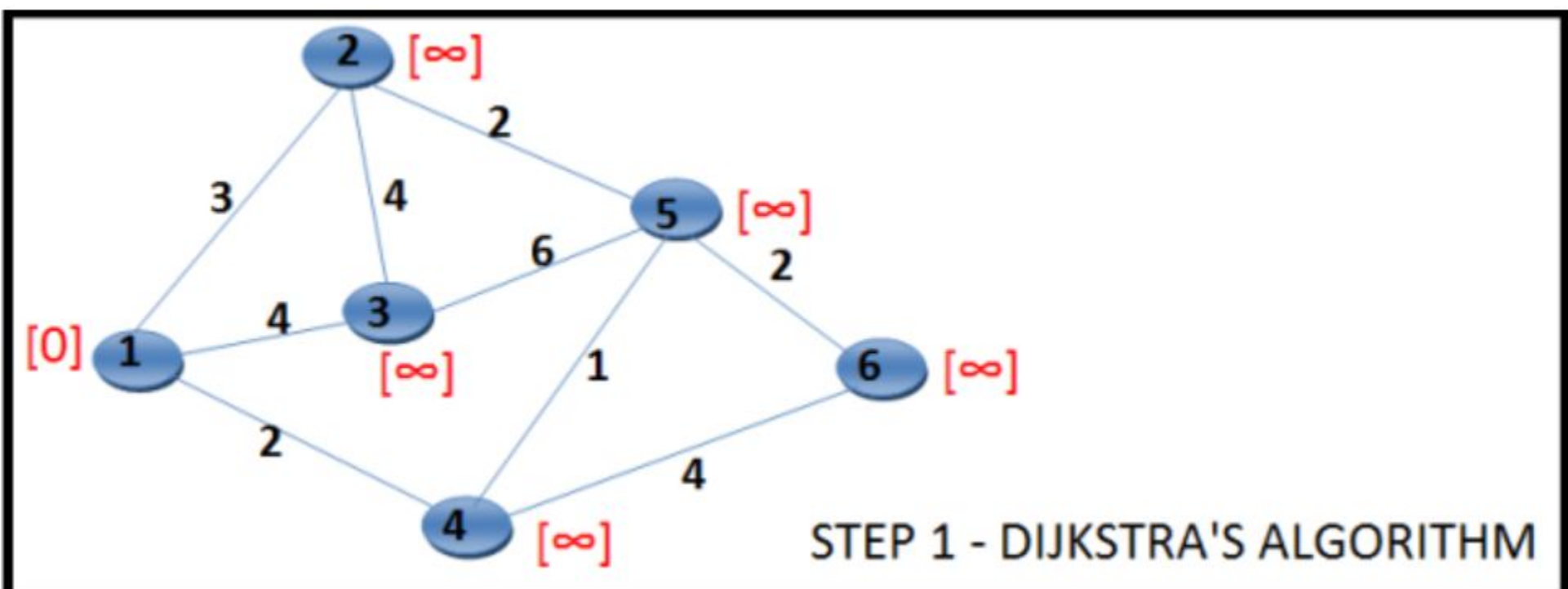
Can we think out of the grid?

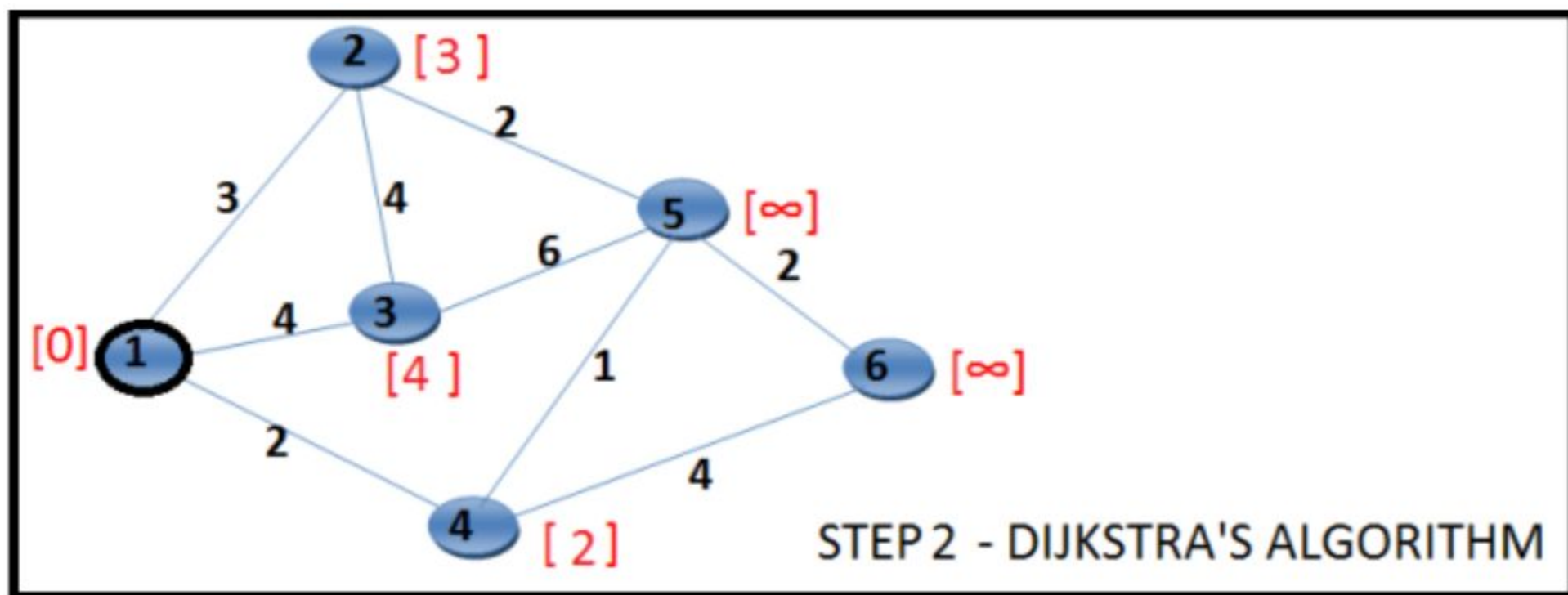
- The spy is smart and transforms the grid into a network of nodes and edges!
- Bigger the size, more the danger ;)

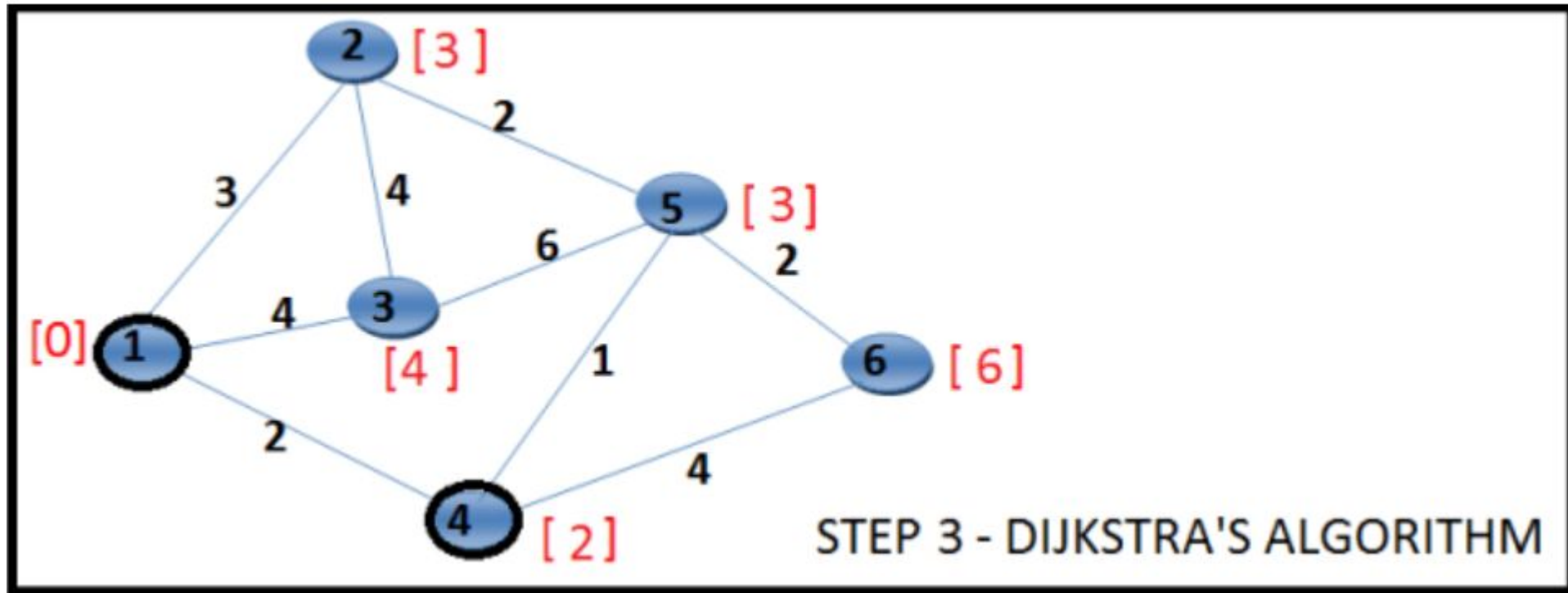


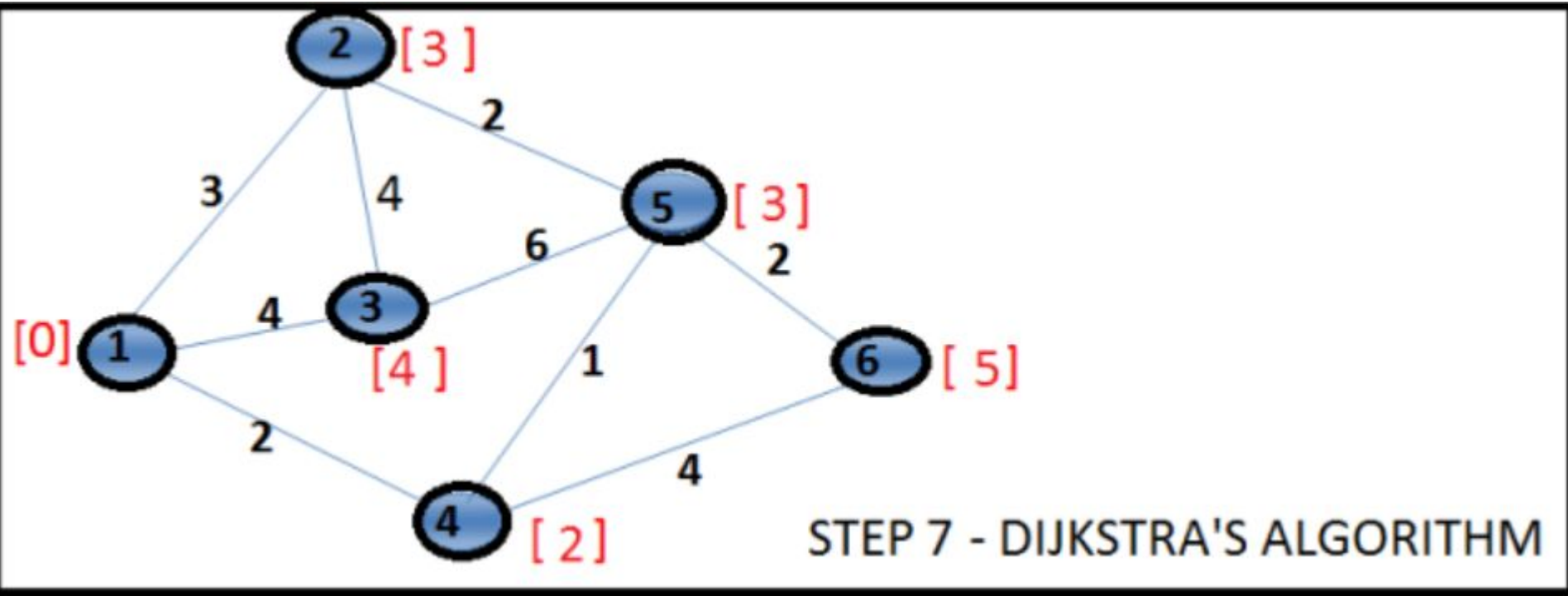
Agent (D)ijkstra to the rescue











Demo: https://patelmohitj91.github.io/dijkstra_d3/