Overview of Module 4

Welcome to module 4 of the course. This module will cover the basics of shortest path algorithms over graph. Shortest paths are important problems over graph with numerous applications such a finding routes over road networks (think google maps). We will study various algorithms for computing shortest paths for various kinds of graphs including the famous Dijkstra's algorithm for finding shortest path over graphs with non-negative weights.

After each lesson, we have multiple choice quizzes and a programming assignment that will focus on computing shortest paths for solving mazes. We will use images of mazes and construct graphs based on the pixels of these images with very interesting results that you can find by solving the programming assignment.

✓ **Completed**

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