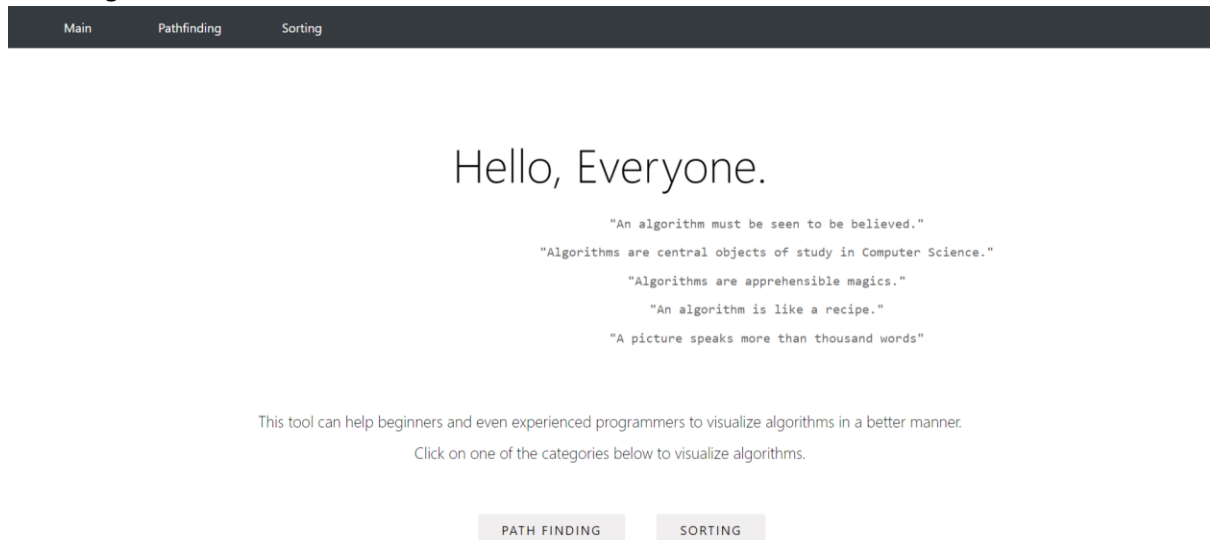
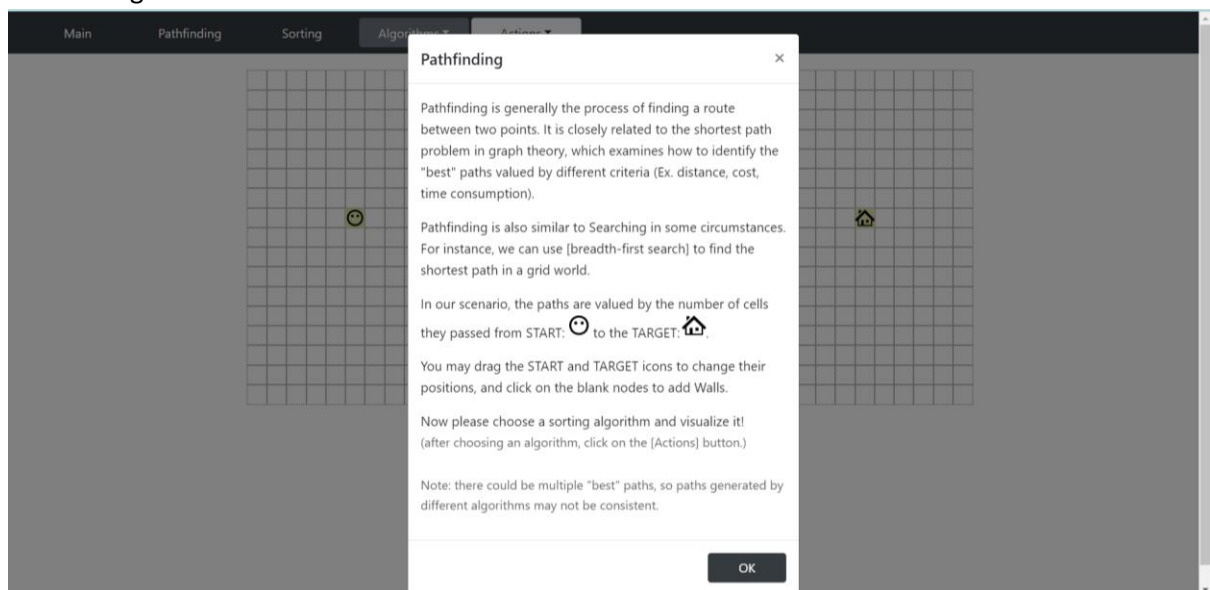


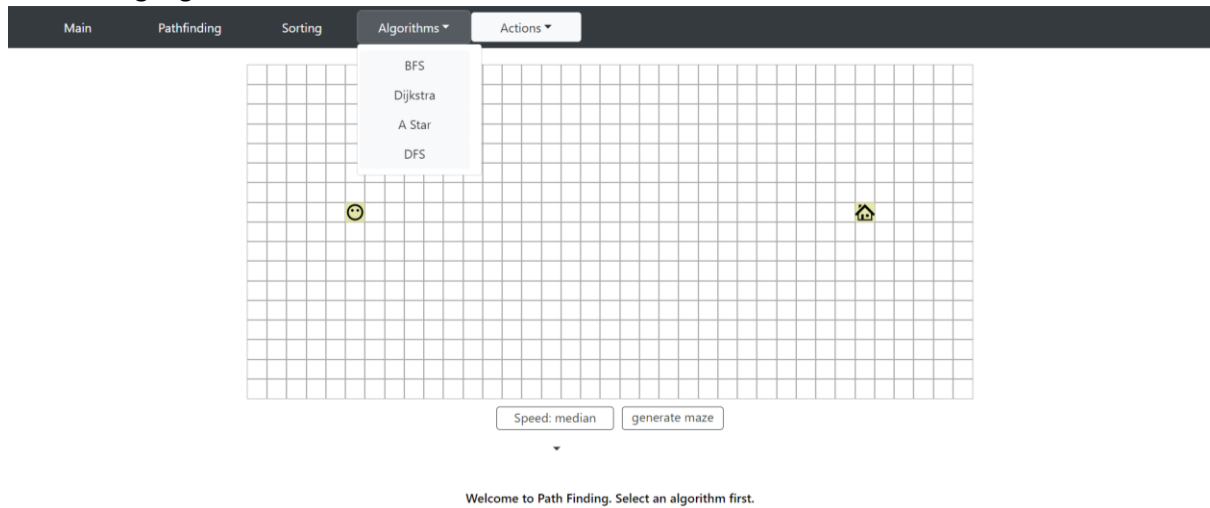
Main Page:



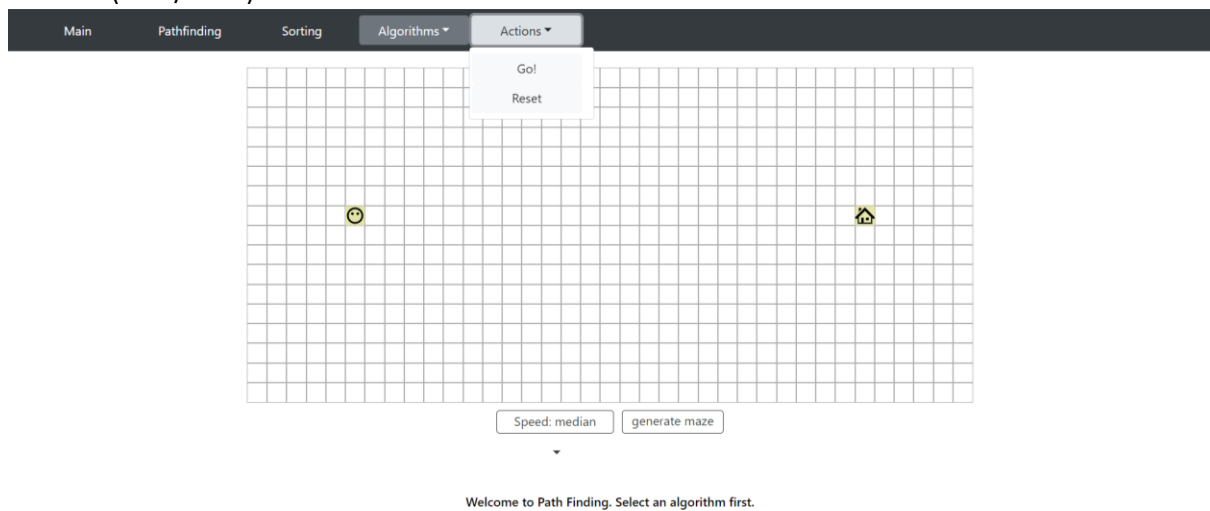
Pathfinding Intro:



PathFinding Algorithms:



Actions: (start/reset)



Speed:

[Main](#) [Pathfinding](#) [Sorting](#) [Algorithms ▾](#) [Actions ▾](#)

Speed: median

generate maze

slow

median

fast

Welcome to Path Finding. Select an algorithm first.

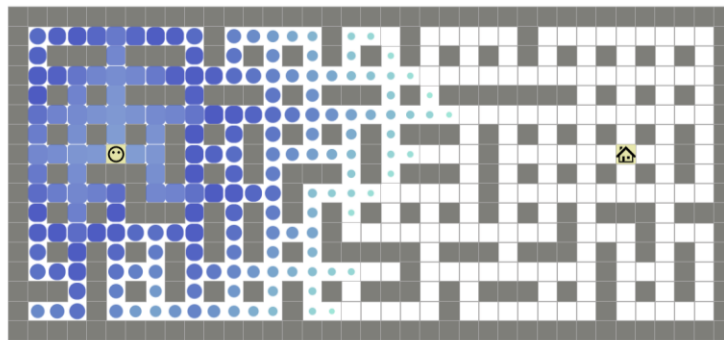
Maze Generation:

[Main](#) [Pathfinding](#) [Sorting](#) [Algorithms ▾](#) [Actions ▾](#)

Speed: median

generate maze

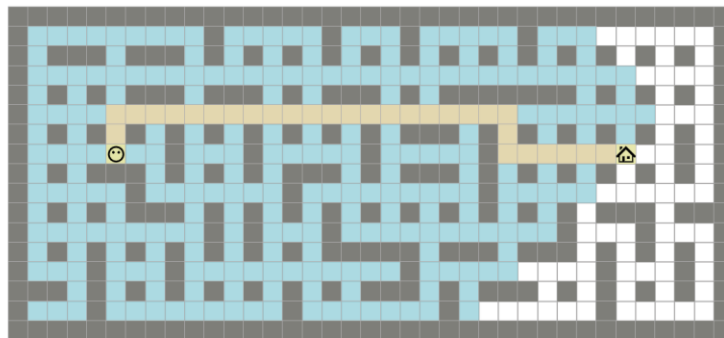
Welcome to Path Finding. Select an algorithm first.



Speed: median generate maze



Breath-first Search Algoritmh: is unweighted and guarantees the shortest path!

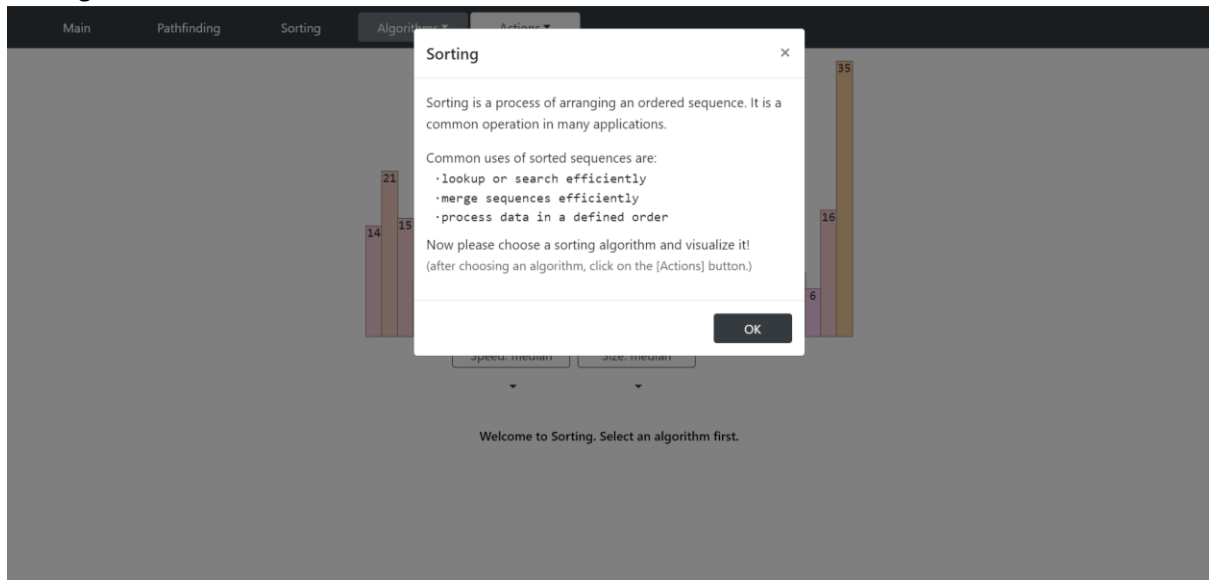


Speed: median generate maze



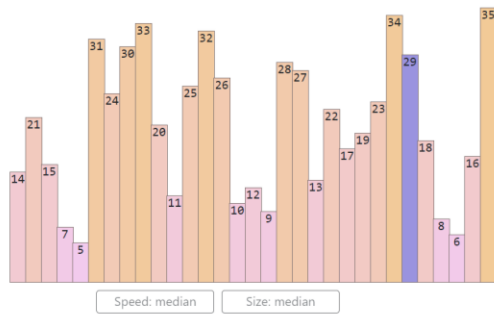
Breath-first Search Algoritmh: is unweighted and guarantees the shortest path!

Sorting intro:



Sorting Algorithms:



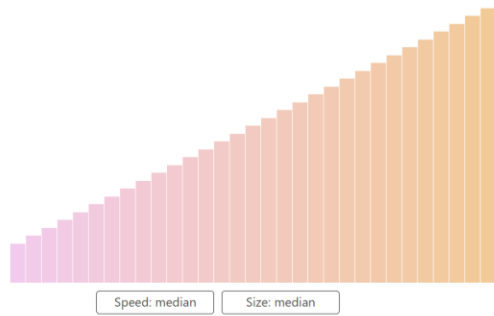


Speed: median

Size: median

Time Complexity: $\theta(n^2)$

Selection Sort: repeatedly find the minimum element from the unsorted part and append it to the sorted part.



Speed: median

Size: median

Time Complexity: $\theta(n^2)$

Selection Sort: repeatedly find the minimum element from the unsorted part and append it to the sorted part.