Certainly! Let's revisit the creation of an Angular application that visualizes Dijkstra's algorithm, focusing on the core implementation without integrating TensorFlow.js.



## X Step 1: Set Up a New Angular Project

Begin by generating a new Angular project: ng new dijkstra-visualizer cd dijkstra-visualizer



### Step 2: Install Required Packages

Install Angular Material for UI components: ng add @angular/material Choose a theme and set up global typography and animations as prompted.



## **Step 3: Create Components**

Generate components for the grid and visualization: ng generate component grid ng generate component visualizer



### Step 4: Implement Dijkstra's Algorithm

In src/app/grid/grid.component.ts, define the grid and implement Dijkstra's algorithm:

import { Component } from '@angular/core';

```
@Component({
 selector: 'app-grid',
 templateUrl: './grid.component.html',
 styleUrls: ['./grid.component.css']
})
export class GridComponent {
 grid: number[][] = [];
 rows: number = 10;
 cols: number = 10;
 constructor() {
  this.initializeGrid();
 }
 initializeGrid(): void {
  this.grid = Array.from({ length: this.rows }, () => Array(this.cols).fill(1));
```

```
}
 visualizeDijkstra(): void {
  // Implement Dijkstra's algorithm here
  // Update the grid to reflect the shortest path
 }
}
```

## Step 5: Design the Grid Template

```
In src/app/grid/grid.component.html, create the grid layout:
<div class="grid">
 <div *ngFor="let row of grid; let i = index" class="row">
  <div *ngFor="let cell of row; let j = index"
class="cell" [ngClass]="{'start': i === 0 && j === 0, 'end': i === rows - 1
\&\& j === cols - 1\}">
   {{ cell }}
  </div>
 </div>
</div>
```

## Step 6: Style the Grid

```
In src/app/grid/grid.component.css, add styles for the grid:
.grid {
 display: grid;
 grid-template-rows: repeat(10, 30px);
 grid-template-columns: repeat(10, 30px);
 gap: 1px;
}
.row {
 display: contents;
}
.cell {
 width: 30px;
 height: 30px;
 background-color: lightgray;
 display: flex;
 justify-content: center;
 align-items: center;
.start {
```

```
background-color: green;
}
.end {
 background-color: red;
Step 7: Implement Dijkstra's Algorithm Logic
In src/app/grid/grid.component.ts, implement the logic for Dijkstra's
algorithm:
visualizeDijkstra(): void {
 const start = [0, 0];
 const end = [this.rows - 1, this.cols - 1];
 const visited = Array.from({ length: this.rows }, () =>
Array(this.cols).fill(false));
 const distance = Array.from({ length: this.rows }, () =>
Array(this.cols).fill(Infinity));
 const previous = Array.from({ length: this.rows }, () =>
Array(this.cols).fill(null));
 distance[start[0]][start[1]] = 0;
 const unvisited = [[...start]];
 while (unvisited.length > 0) {
  // Find the node with the smallest distance
  const [currentRow, currentCol] = unvisited.pop()!;
  if (visited[currentRow][currentCol]) continue;
  visited[currentRow][currentCol] = true;
  // Check neighbors
  const neighbors = [
   [currentRow - 1, currentCol],
   [currentRow + 1, currentCol],
   [currentRow, currentCol - 1],
   [currentRow, currentCol + 1]
  1;
  for (const [neighborRow, neighborCol] of neighbors) {
   if (
     neighborRow >= 0 && neighborRow < this.rows &&
     neighborCol >= 0 && neighborCol < this.cols &&
```

```
!visited[neighborRow][neighborCol]
   ) {
     const alt = distance[currentRow][currentCol] + 1;
    if (alt < distance[neighborRow][neighborCol]) {</pre>
      distance[neighborRow][neighborCol] = alt;
      previous[neighborRow][neighborCol] = [currentRow, currentCol];
      unvisited.push([neighborRow, neighborCol]);
    }
   }
  }
 }
 // Reconstruct the shortest path
 let path = [];
 let current = end;
 while (current) {
  path.unshift(current);
  current = previous[current[0]][current[1]];
 }
 // Update the grid to reflect the path
 for (const [row, col] of path) {
  this.grid[row][col] = 2;
 }
}
```

# Step 8: Visualize the Path

In src/app/grid/grid.component.html, add a button to trigger the visualization:

<button (click)="visualizeDijkstra()">Visualize Dijkstra</button>

### Additional Resources

For more advanced implementations and features, consider exploring the following projects:

- ng-Dijkstras-shortest-path-algorithm: An Angular application that visually demonstrates Dijkstra's algorithm using a min-indexed d-ary heap.
- Pathfinding-Algorithm-Visualizer: A project demonstrating basic pathfinding algorithms, allowing users to draw walls on the graph and watch it find the shortest path between start/end points.

If you need further assistance with implementing additional features or optimizing the algorithm, feel free to ask!