Rose Tabares Design CS 245 Assignment 2

leastDistanceRoute.java

Inputs:

- Starting city
- Ending city
- List of events or places of interest

Functions:

- public static void main(String[] args)
 - Take in starting, ending city and attraction
 - Store attractions.csv and roads.csv in file variables
 - Create List<String> route and store return value from route(starting_city, ending_city, attraction) function
 - Print List<String> route
- public List<String> route(String starting_city, String ending_city, List<String> attractions)
 - Creates empty list of locations of size of *List*<*String*> *attractions* + 2 (for starting and ending city) called *List*<*String*> *locationsList*
 - Add starting city in position 0 and ending city in position -1 of locationsList
 - attractionsLocations(attractions, locationsList)
 - Use Dijkstra's algorithm to calculate shortest distances and add them to List<String> route = Dijkstra(locationsList)
 - return *List*<*String*> *route* representing the route the user should take, ex
 - Grand Canyon AZ, Bemidji MN, New York NY, etc
- public void attractionsLocations(*List*<*String*> *attractions*, *List*<*String*> *locationsList*)
 - Loops through *List*<*String*> *attractions* and finds the location of that attraction by reading *attractions.csv* and add them to *locationsList*
- Public float calcDistance(String location1, String location2)
 - use *roads.csv* to calculate distances between locations
 - Loop over roads.csv until find row that contains both locations and save the 3rd column to get the miles in between them
 - return number of miles as distance
- Public List<String> Dijkstra(List<String> locationsList)
 - Vertex = locationsList
 - Known = start with all as false

- Path = start with all as -1, then leave starting_city or locationsList[0] as -1 path because it will be starting point and all others will go from there, and set this with Known=true and Cost=0
- Cost = start with all cost=-1, then use calcDistance function to get costs: float cost = calcDistance(location1, location2)
- Implement Dijkstra's Algorithm until all Known are true and go backwards with Path and Vertex to create route and set to List<String>routeDijkstra
- return routeDijkstra