**Presentation** (Atik)

Hi! Good Afternoon,

I am **Atikur Rahman**. Thank you so much to give our group an opportunity to present our project. We worked on the project “**Virtual Tourist’s Guide**”. As a part of group presentation, we divided it as three parts:

* **Introductory (For me).**
* Project Ideas and Layouts,
* Simulations and Conclusions.

For the other members.

**Importance of this simulator:**

As various place of tourist attraction of our country, this kind of simulator will get importance to the tourists. It is a kind of simulator where visitors can easily realize about the shortest path and can visit any place with the minimum traffic cost. The application is very much user friendly and easy to use.

**Then we come to our next topic “About the Co-Responding Problem”:**

Visitors faced many difficulties to choose visiting the way and also they are worried with the travelling traffic cost.

**Our “Proposed solution”:**

By using a software, we can easily solve these kinds of problems.

**Software description and facilities:**

### In these software, there are four major branches like- Input graph for input, Check adjacency matrix, Check the graph is connected or not and finally find the fastest route to visit the city. For graph input variable store we used adjacency list-

### (The input methods are manually, file and random graph).

### To check the adjacency matrix, we print the adjacency list by converting as adjacency matrix.

### To check the graph is connect or not we used [Breadth-first search](https://en.wikipedia.org/wiki/Breadth-first_search)-

### (We traveled in the graph and marked all the nodes, to check the graph is connected or not.)

### And we used Dijkstra's algorithm to determine the shortest path and minimum cost-

### (With this algorithm we visited all the nodes of a graph and for every step we update the minimum cost from our source node to all other nodes.)

### (The application can calculate the minimum cost as well as the path direction to visit.)

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### Project Key:

### As the project is developing software, C++ programming language is used to develop it.

### Operating system- This software will support in windows and linux.

### As this is a simulator of Virtual Tourist’s Guide based software if it will mix with Real Tourist’s Guide based software then, it will be risky.

### The goal of this software is to introduce people, with Tourist’s Guide based software.

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