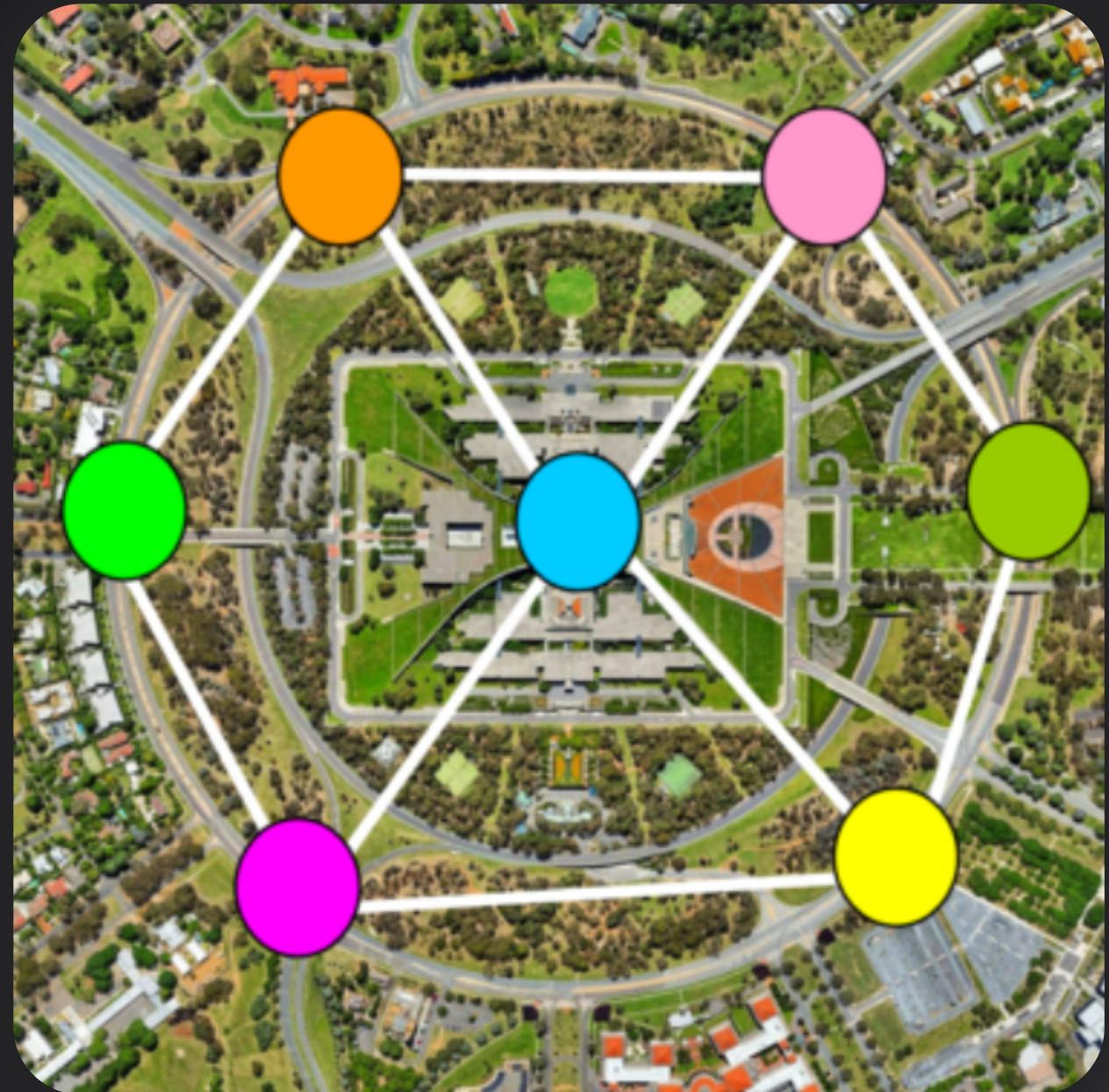


AMUSEMENT PARK MAP

DSA 2 GROUP PROJECT



GROUP MEMBERS

AKSHADA MALPURE -2934

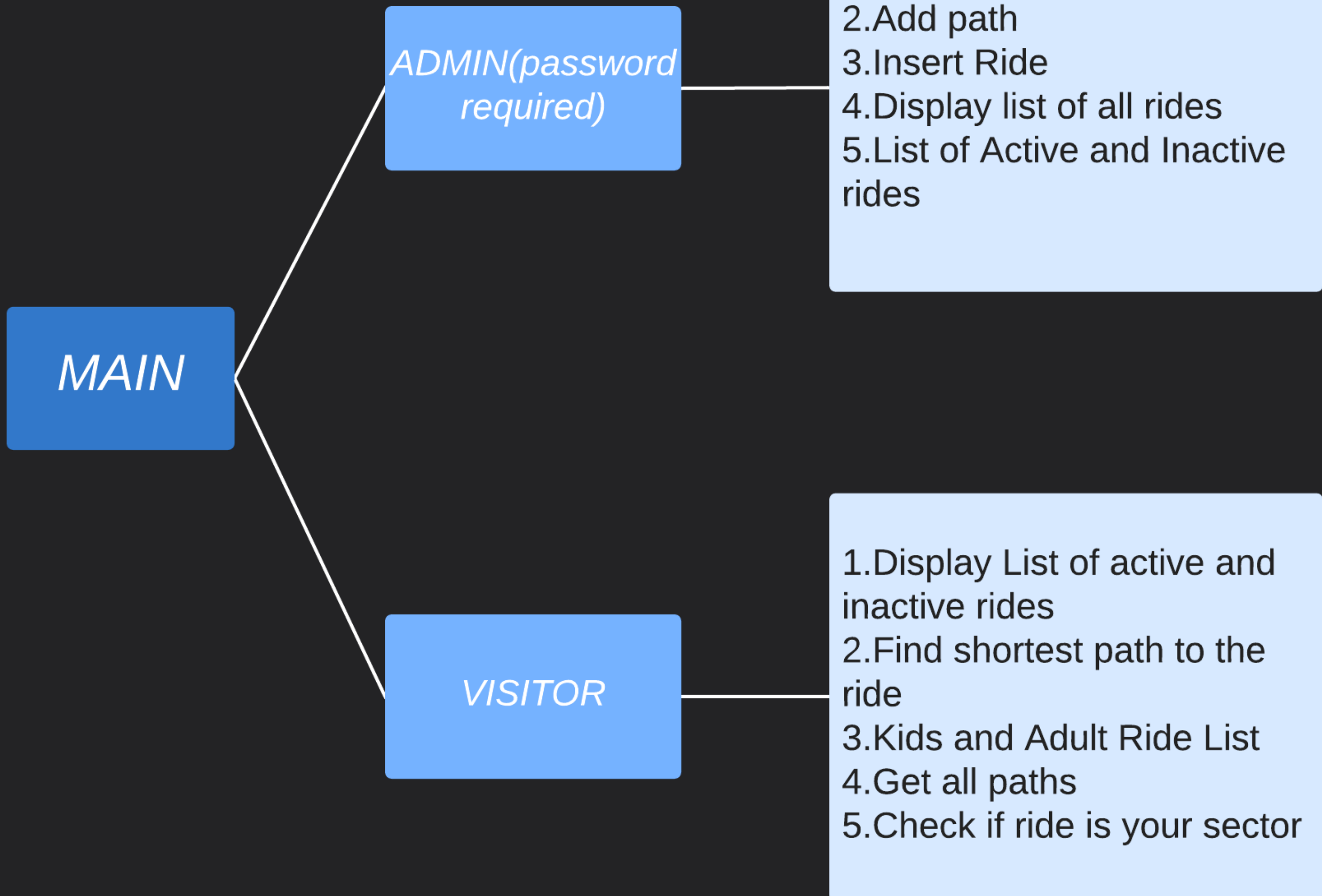
ANUSHKA PAWAR-2945

REENA PRASAD-2946

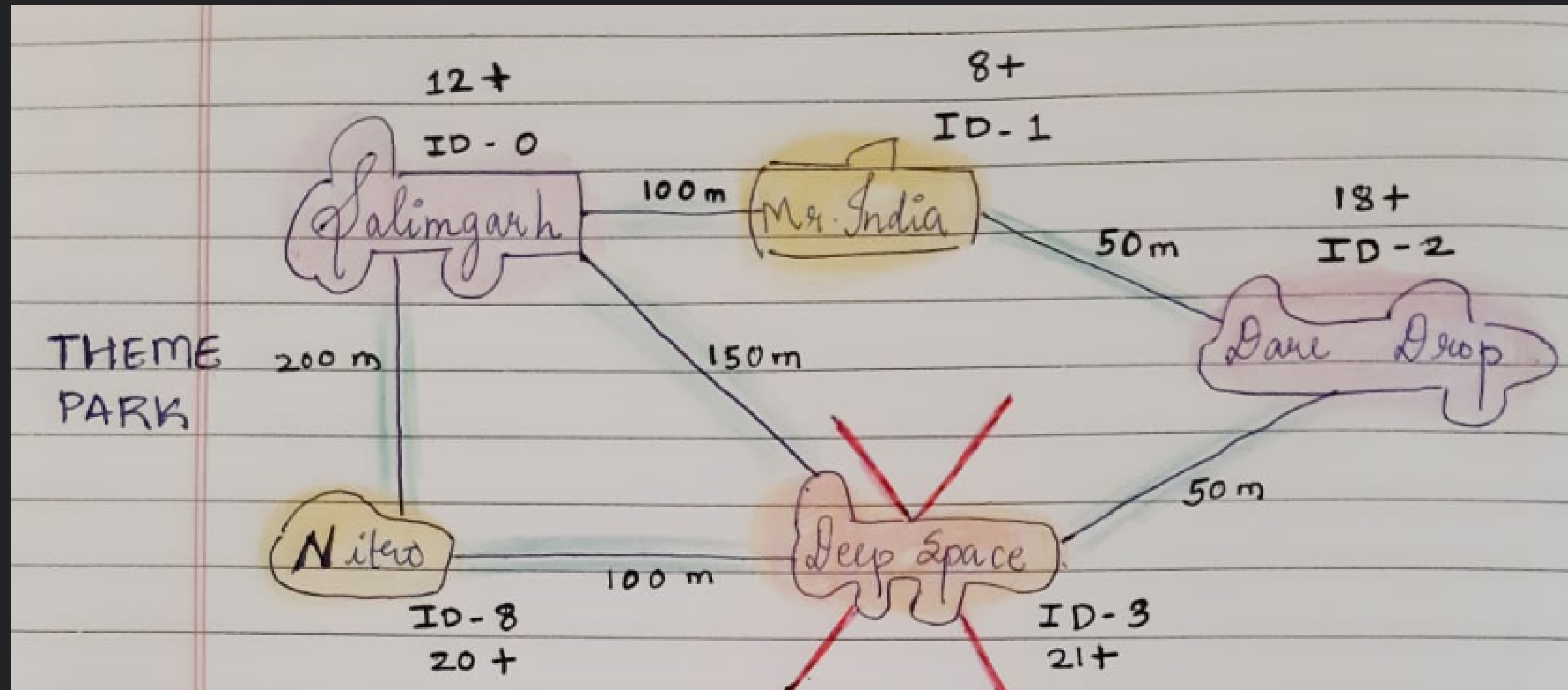
RUTUJA WASU-2950

DATA STRUCTURES AND ALGORITHMS USED IN THE PROJECT

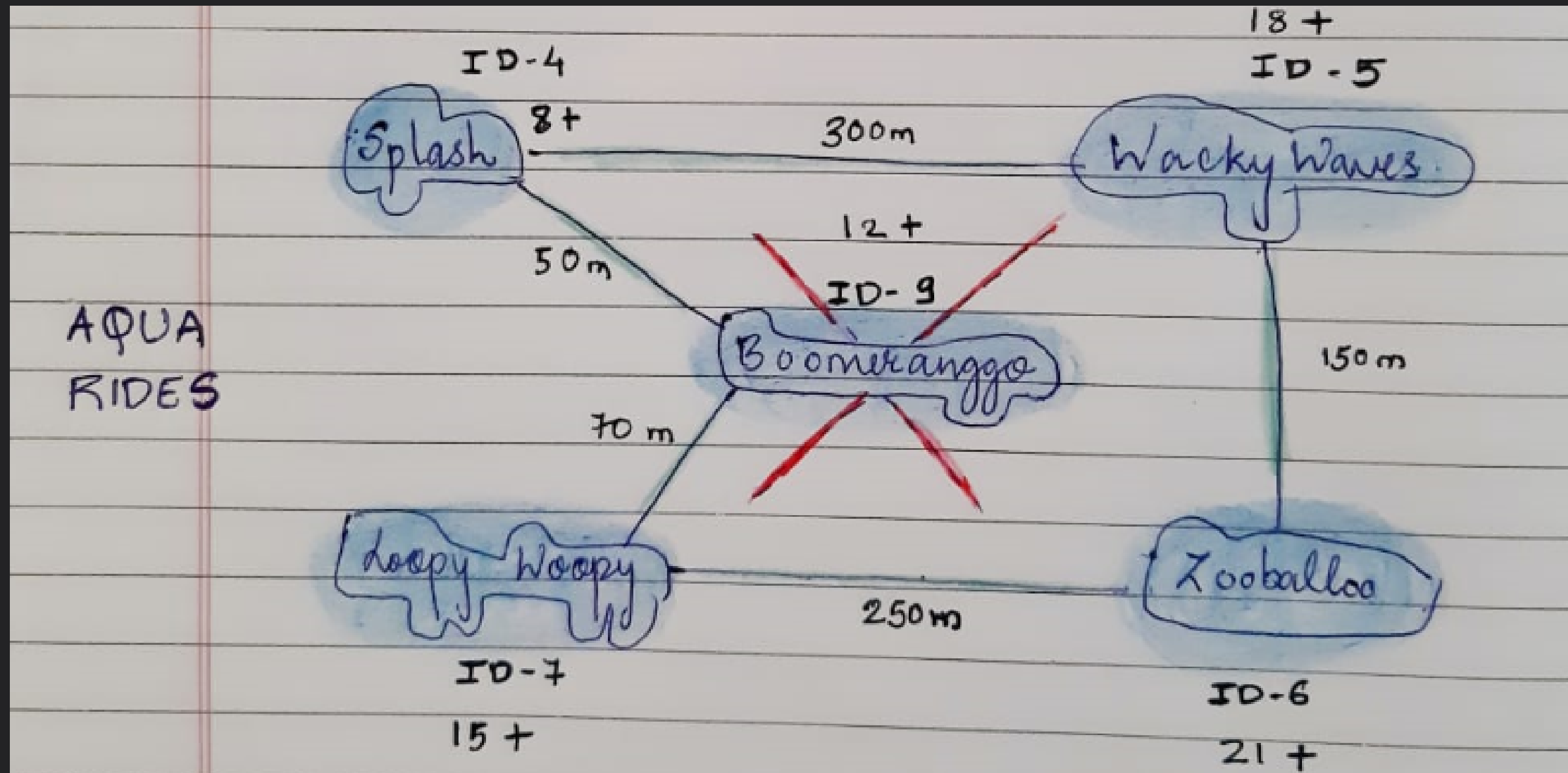
- GRAPH
- ARRAYS
- DIJKSTRA'S ALGORITHM
- GET ALL PATHS
- CHECK IF PATH EXISTS



Section 1 of graph



Section 2 of graph



FUTURE SCOPE:

- We can implement same using adjacency list
- All operations could be performed using Ride name
- We could have used the Database for Storing Details of rides as well as visitors
- Parallel/Simultaneous Programming could have been Implemented
- For example in our code : At the same time ADMIN and VISITOR can do their respective jobs.
- GUI can be used to make it more Interactive