

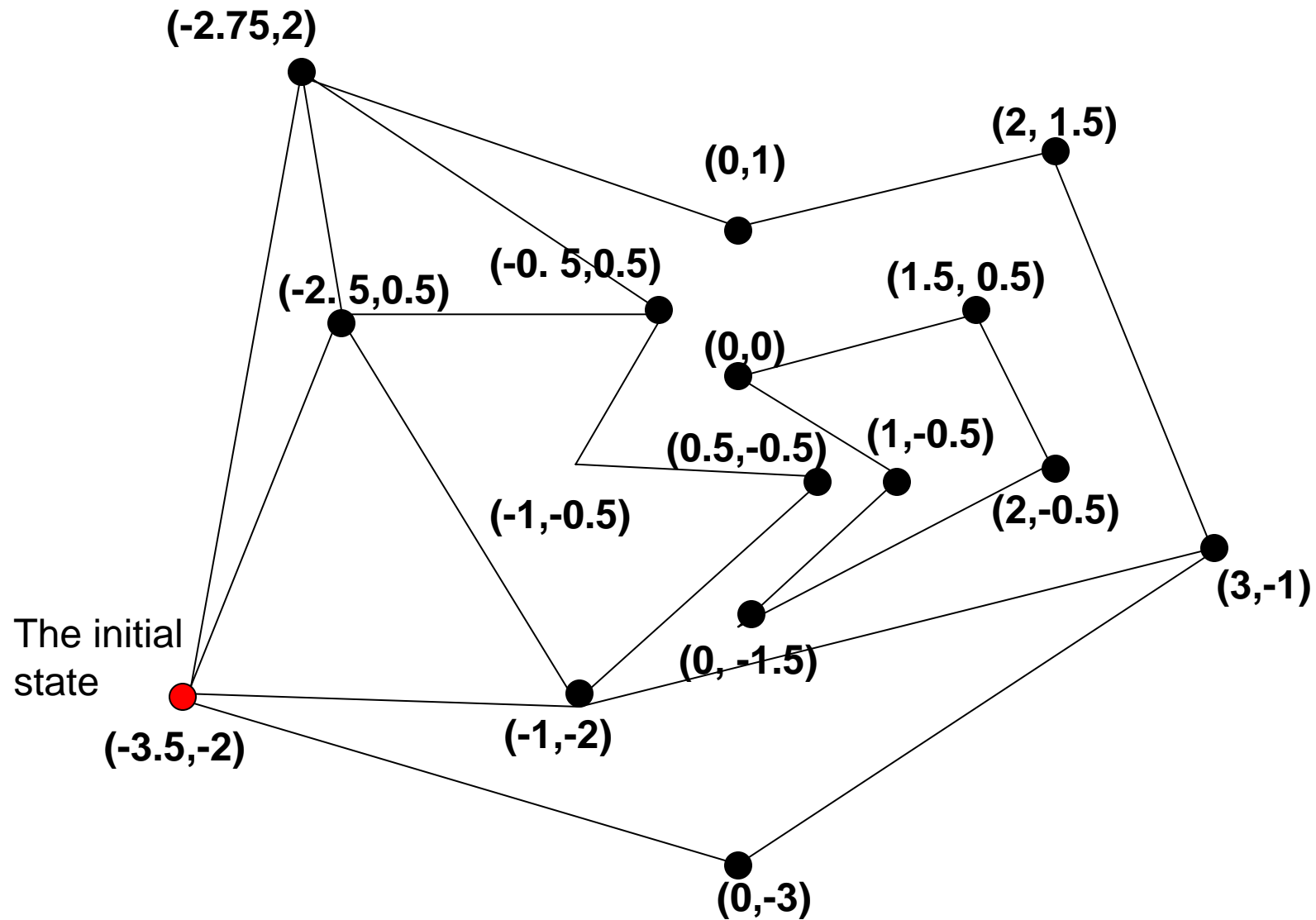
MEAM620 Programming Assignment - II

Due: March 16, 2007

Programming Assignment - II

- Implement the Dijkstra's algorithm on an undirected 2D graph
- Inputs:
 - An undirected graph (might involve loops and be disconnected) in a 2D plane. Each vertex of the graph is a 2D point.
 - The cost of each edge in the graph will be the length of the line segment connecting the two end states.
 - A vertex of the graph as the initial state
- Outputs:
 - Show the optimal cost moving from the given initial state to each vertex in the graph
- Note:
 - Undirected graph means that each edge corresponds to two actions that can change between two end states of the edge
 - No existing Dijkstra's algorithm should be used.

An Example of the Problem



The Expected Result

