REPORT ON SUMMER PROJECT

Path Finding Visualizer

Under the platform
"Coursera"

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INTRODUCTION

Visualization is an efficient way of learning any concept faster than conventional methods. Modern technology allows creating e-Learning tools that also helps in improving computer science education very much. The goal of this project is to create a web based e-Learning tool, 'PathFinding Visualizer', which can be used to visualize shortest path algorithms. The conceptual application of the project is illustrated by implementation of algorithms like Dijkstra's , A* and DFS.

The end product is a web application so that any user can easily see and learn the working of the algorithms.

At its core, a pathfinding algorithm seeks to find the shortest path between two points. This application visualizes various pathfinding algorithms in action, and more!

These algorithms are used to identify optimal routes through a graph

for uses such as ip routing and gaming simulation.