CHAPTER VI
CONCLUSION

6.1. Conclusion

By testing the current process, for the small amount of cities below seven cities visited using both algorithm, may resulted that A* algorithm have got better process than Genetic algorithm. But when the visited cities have got more than seven cities, that would result the A* algorithm to get highly slow.

The reason behind this, is that because A* algorithm process have to calculate best possibilities and stops only until the visited cities got better value than another individuals. But Genetic algorithm is using trial to find the best value that have been iterated based from user's choice parameters.

From this research, it would summed up that Genetic algorithm have got more winning than A* algorithm. Because the processing time that is more than seven cities have made A* become highly slow, and yet the result could still be same with Genetic algorithm that have constant amount of time.

For conclusion, to increase high chance of getting the best result when visiting only few places, it would be better to use the A* algorithms that do not have specific parameters to be fulfilled. But for advanced user that knows which parameter that must be fulfilled, then used the Genetic algorithm to receive best value and constant amount of time.

6.2. Future Research

This program still needs another third-party to handle Google Maps Direction API when requesting pathways, rather than street name into city name for general summary. For this program to be more responsive when stores another new city input. Limitation of requesting data using API key also needs to be handled responsively using only one key. Because of limitation, this program takes about six API key with shift system whenever limited.