PROJECT

# Compare Greedy and Dijkstra Algorithm to Find the Shortest Path of Tourist Sites at Semarang

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**FAKULTAS ILMU KOMPUTER**

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# APPROVAL and RATIFICATION PAGE

## PROJECT REPORT

## Compare Greedy and Dijkstra Algorithm to find the shortest path of tourist Sites at Semarang

This project report already approved and ratified by Dean of Faculty Computer Science and Supervisor on 12 December 2009

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Here by certify that this project was made by myself and not copy or plagiarizes from other people, except that in writing expressed to the other article.

Semarang, December 12, 2009

Frengky Gunawan

05.02.0022

# FOREWORD

Finally, I can finished my final project which titled : Compare Greedy and Dijkstra Algorithm to Find the Shortest Path of Tourist Sites at Semarang. Many thanks for God and many people whose help for finishing this project. In this opportunity, specifically thanks for :

1. God Almighty that give me health, courage and blessing me everyday to finish this project.
2. My special dad, mom, my sister, and whole my family for their time, support, love, and pray.
3. Hironimus Marlon Leong, S.Kom, M.Kom as my supervisor for helping, guiding and giving me ideas and advice patiently in finishing this project. Sorry for bothering whole days, Sir.
4. My best friends in Computer Science society Topan Ariandi, Roy Mayta, Adi Saputra, Indra Saputra, Koko Adrianto, Fredy Setiawan and many more friends. Thanks, my friends i'm proud to have you all.

"There is no perfect things in this world", so I would like to apologizes if I made mistakes in finishing the project and writing this report.

Semarang, December 12, 2009

Frengky Gunawan

# ABSTRACT

*The purpose of this application is to find shortest path from one tourist site to another tourist sites at Semarang uses Java programming. To find shortest path, this application compares possibility distances. The most minimum distance at the moment will be stored and used to calculate the shortest path.*

*The search methods can use Greedy algorithm and Dijktra algorithm to find the best solutions, uses Tree for Data Structure and GUI (Graphical User Interface). Greedy and Dijkstra algorithm have almost same method for search. Greedy algorithm only choose one distance with the most minimum distance until found destination. Dijkstra algorithm also choose one distance with the most minimum distance until found destination but the searching process is not over yet. Dijkstra algorithm calculating all possibility path from starting location to destination then choose the best solution by compared which ways had the most minimum distance.*

*With that two algorithms, this application can guarantee the solutions would be more accurate. User just pick one solution that he desired. This application can also insert and update the original data of information which stored in file text.*

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