Mindluster Platform

About the course Path finding algorithms techniques

Path finding algorithms, in this course Explore the essential techniques and algorithms used to find optimal paths in networks and graphs. This course covers key concepts like Dijkstraâ€™s algorithm for shortest paths, A* (A-Star) for heuristic-based searching, and Breadth-First Search (BFS) and Depth-First Search (DFS) for graph traversal. Learn about advanced algorithms like Bellman-Ford for graphs with negative weights and Floyd-Warshall for all-pairs shortest paths. Understand the practical applications of these algorithms in navigation systems, robotics, game design, and network optimization. Through hands-on examples and real-world scenarios, youâ€™ll gain the skills to implement and analyze pathfinding techniques efficiently, equipping you for success in computing, AI, and engineering fields.

Computer Science Category's Courses

Course Lesson(4)

Lesson 1 : **Graph Data Structure 4 Dijkstra s Shortest Path Algorithm**

Lesson 2 : **Graph Data Structure 5 Dijkstra s Shortest Path Implementation in VB NET**

Lesson 3 : **Graph Data Structure 6 The A Pathfinding Algorithm**

Lesson 4 : **Graph Data Structure 7 A Pathfinding VB NET Implementation**

Related courses

Linear Algebra for Computer Scientists

Insertion Sort

Bubble Sort

GCSE Computer Science

Random Access Memory

Binary Trees

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