Universiti Teknologi MARA

Restaurant Locator Using Djikstra Algorithm

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Thesis submitted in fulfilment of the requirement for
Bachelor of Computer Science (Hons.)
Faculty of Computer and Mathematical Sciences

January 2017

ACKNOWLEDGEMENT

Alhamdulillah, praises and thanks to Allah because of His Almighty and His utmost blessings, I was able to finish this research within the time duration given. Firstly, my special thanks go to my supervisor, Engku Zain Bin Engku Azam for guiding me until the completion of this project. Not to forget, the encouragement and all the creative ideas that have been given to me. Special appreciation also goes to my beloved parents for always giving a moral support when I am having a difficulty in completing this project. Last but not least, I would like to give my gratitude to my dearest friends who are non-stop from giving answer for my entire questions and in completing my report.

ABSTRACT

Imagine you are hungry and want to drive from a house to a restaurant that serves delicious food. People usually hard to identify the best route to get to the desired location without any navigation tools. As a result, they can be easily lost in the unfamiliar area. People will normally refer to the signboards or ask around for direction in which will either ending up reaching the destination or the other way round. These will definitely causing loosing lots of time, energy and cost. In this research, a navigation system called ResLoc is being proposed. This system will help user especially for the food lovers in finding their favourite restaurants around Kota Bharu. This route-finding problem is one of the most important computer applications in the transportation industry. In network theory, it's known as the shortest-path problem, and Dijkstra's algorithm is usually used to solve it. Dijkstra's algorithm is one of the classic shortest path search algorithms. Dijkstra's algorithm is the technique that can solve the problem by itself. The algorithm searches in a weighted directed network to find the shortest path from a given node to every other node in the network. For the result, Djikstra's algorithm will find the shortest path towards the desired restaurants regarding to the user current locations besides the system will also generate map towards the locations.

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