Optimizing Shortest Path

4-5-2010

Opening Discussion

- I hope you had a good weekend. Do you have any questions
- Minute Essays
  - How many dimensions can an array hold?

Making the Mouse Move

- We wrote shortest path so that we could use it to make our mouse move.
- Our method doesn't give us back a path. It only tells us the length of the shortest path. Getting paths is harder, but we don't need it.
- How can we move the mouse with what we have?

Optimizing Shortest Path

- One problem with our current method is that it really checks ALL paths. When the maze has large open spaces there can be huge numbers of paths.
- We can make this more efficient by making our bread crumbs just a bit smarter.

Animating Shortest Path

- We could change the way our shortest path works so that we can actually see the mouse walking around and see the dropped breadcrumbs.
- This will remove the need for the array, but will lead to a lot more calls to Greenfoot methods.

Minute Essay

- My plan for the next topic is to move to Eclipse and start doing applets. Is there something else you would really like to do in Greenfoot?
- Do you have any questions about other things?
- Show your code next class.