Implementation of Traveler's Aid System Using Dijkstra's Algorithm

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Abstract

Travels and tourism service is developing and very popular around the world and information technology is having a big effect on all sectors of tourism. Tourists have problems to find what they are looking for, especially in reference to the geographic position of the destination place from their current place without a skillful guide. Therefore, this system is implemented to solve the traveler's facing problems in finding the shortest path from one place to place. This system is implemented on Pocket PC for traveler to use easily whenever and wherever they are. This system is also implemented by using the theory based on Dijkstra's Algorithm.