



Innovations in Teaching Learning Processes Department of Computer Engineering

Name of Method: Tactical and Practical

Description:- It is a real life problem based learning process in which large complex problem is divided into small sections. Dijkstra's algorithm is one of the most popular algorithms for solving many single-source shortest path problems having non-negative edge weight in the graphs i.e., it is to find the shortest distance between two vertices on a graph and. Develop user friendly solution to problem.

It is used in Google Maps.

It is used in finding Shortest Path.

It is used in geographical Maps.

Implemented For:- AY 2019-2020

Subject :- Discrete Mathematics (SE –I)

Problem Statement:

Rule 1: Make sure there is an edge to the edges. Set distance to source vertex as zero and set all other distances to infinity.

Rule 2: Relax all vertices adjacent to the current vertex.

Rule 3: Choose the closest vertex as next current vertex.

Rule 4: Repeat Rule 2 and Rule 3 until the output or reach the destination.

Q ← V	A	B	C	D	E	F
A	0A	∞A	∞A	∞A	∞A	∞A
B		2A	∞B			

Outcome :- Following are the outcomes that make 'Tactical and Practical' be more effective than traditional learning

1. Increase Engagement.
2. Motivate with no risk.
3. Improve Interactions with the students.
4. Improve performance and knowledge.

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