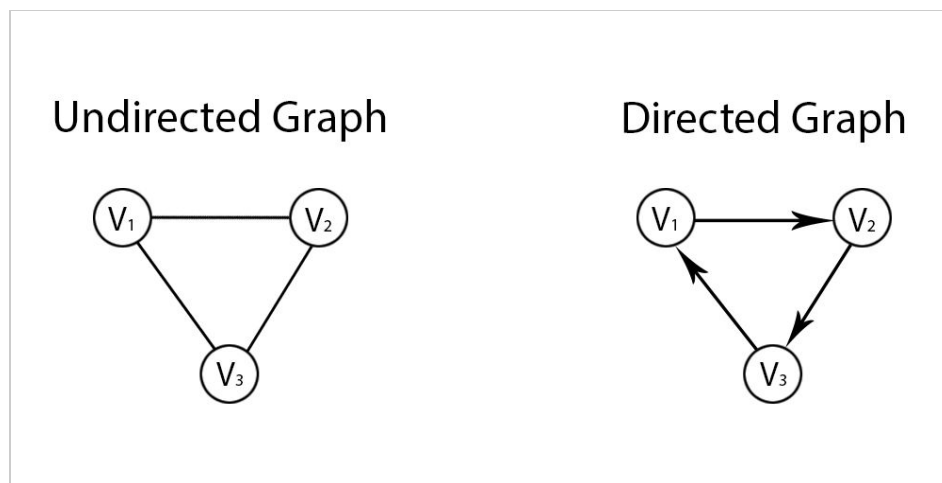# Program #4 - graphs are wild

Prof Bill - Apr 2020

Program #4 logistics:

- Due: **Mon Apr 20, 2020** at the beginning of class

- Worth: **6 points** (6% of your grade)

- Learn: graphs, graph algorithms

1. Description

Read a graph. Determine the min spanning tree. Write your results.

Or something else. In our last program, graphs are wild. thanks… yow, bill

2. Design discussion

We need a graph representation and file format. Sedgwick is a great help here!

Run faster:
1. Read a graph file
2. Determine min spanning tree using Prim's or Kruskal's
3. Write your results (another graph?)

Or, choose the **graphs are wild** option: Get a team together and do some other graph-y things: draw graph with JavaFX, generate (large) random graphs, Dijkstra shortest path, is graph bipartite, determine if two graphs are the same (isomorphic), etc.

3. Requirements

Program #4 requirements are:
➢ Write your program in **Java**.
➢ I will only accept **quality code**: Java coding guidelines.

4. Grading

Create a **Github repo** with program 4, so that I can peek at your code.
Your repo should include:
● All your Java source files
● A **README.txt** (or README.md) file...that follows my template

Remember our **plagiarism** guidelines as well. Getting help from google or stackoverflow or a friend is OK, but:

1. You must acknowledge any help you receive with a comment in your code.
2. You must understand any code in your solution.
3. Get help on program components, not the assignment (tic tac toe philosophy).
4. Questions about this...contact me **before** you turn in your work, not after.

thanks… yow, bill