

FIND PRICES AND MINIMUM DISTANCE IN NEAREST DELIVERY OF GOODS BY USING DYNAMIC PROGRAMMING

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Abstraction

Writing consists of four chapters, where the first chapter explains the problem in sending the goods back with the nearest distance routes and costs little. In the second chapter, the authors make the basic theories used to solve the problems in the first chapter. In addition there are also explanations regarding the type of program used by writers to assist in solving these problems with computer. Analysis of problems and their solutions are explained in the third chapter, where an explanation of the method and manner completion problems with calculations performed using the method described in previous chapters.

Here were also administered the program flow and design inputs and outputs are given an overview of program structure and the results outputnya. The conclusion of this chapter is contained in chapter four is that saving time and cost are important, even more so in the case of delivery of goods, so people always want more speed and efficiency. But for that should need to be taken into account also the variables involved that can affect the desired final solution.

Bibliography: 4 (1985-1995)