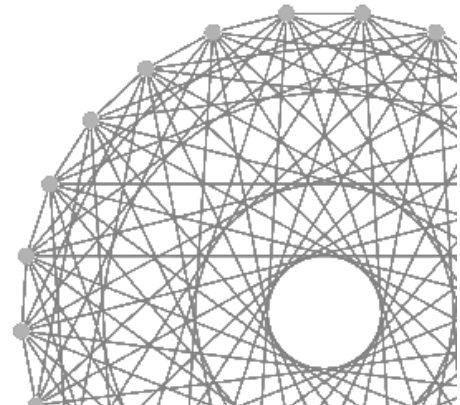


**UNIVERSIDADE FEDERAL DO PARANÁ
SETOR DE CIÊNCIAS EXATAS
DEPARTAMENTO DE INFORMÁTICA
BACHARELADO EM CIÊNCIA DA COMPUTAÇÃO**

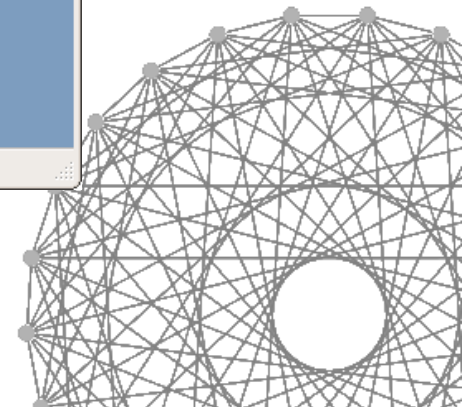
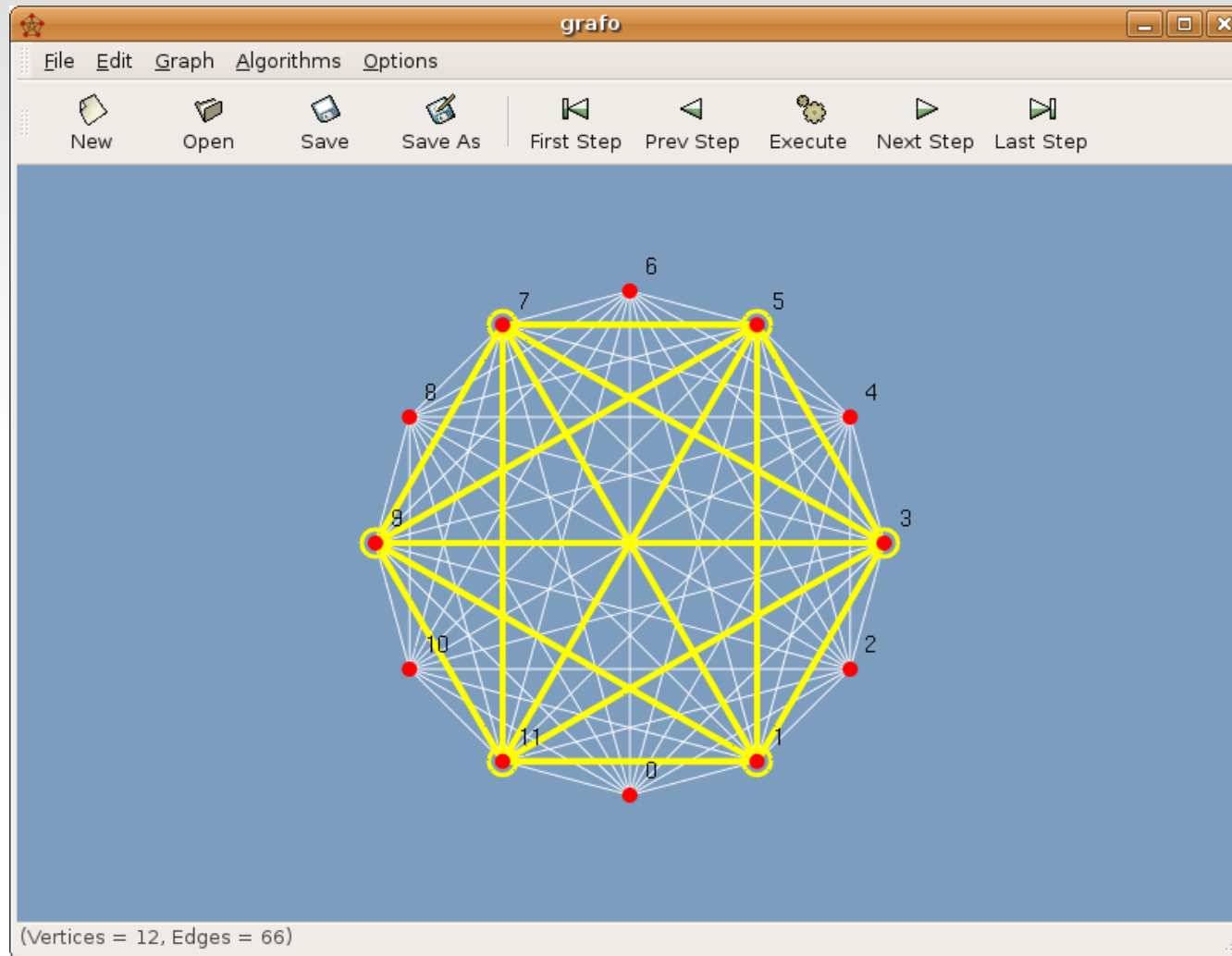
Ulisses Cordeiro Pereira

GRAFO

graph editor

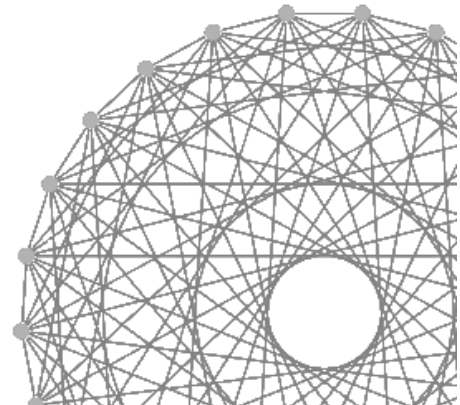


O que é o GRAFO?



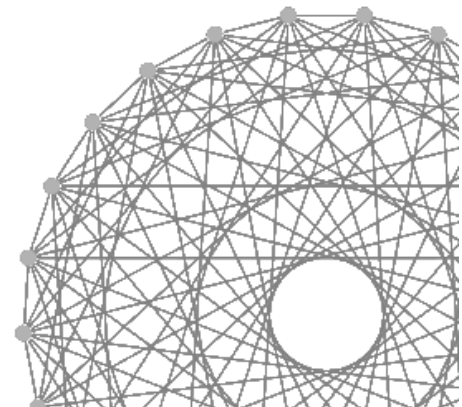
Histórico

- Criado em 2003 pelos alunos do PET Murilo Vicente e Oliver Matias
- Facilitar testes de algoritmo e abstrair a interface
- Primeira versão: OpenGL e poucos algoritmos

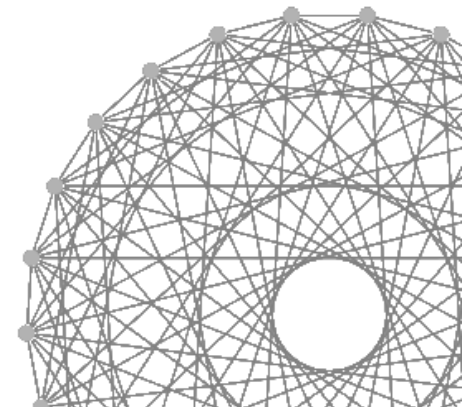
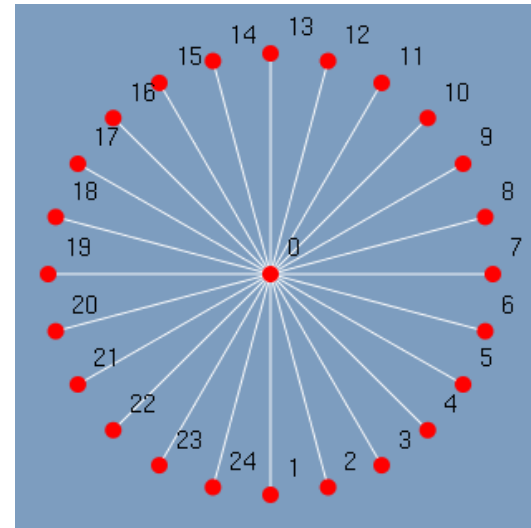
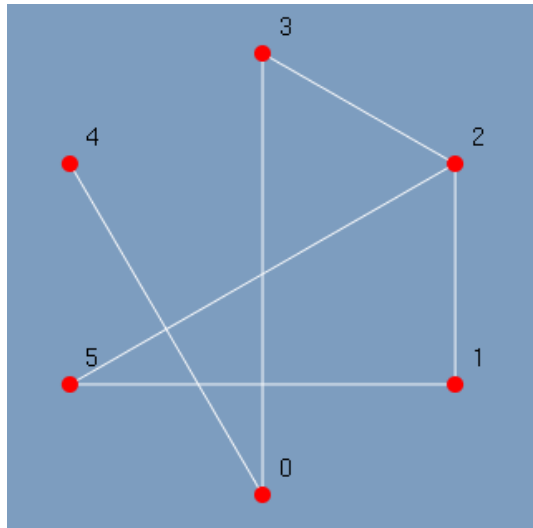
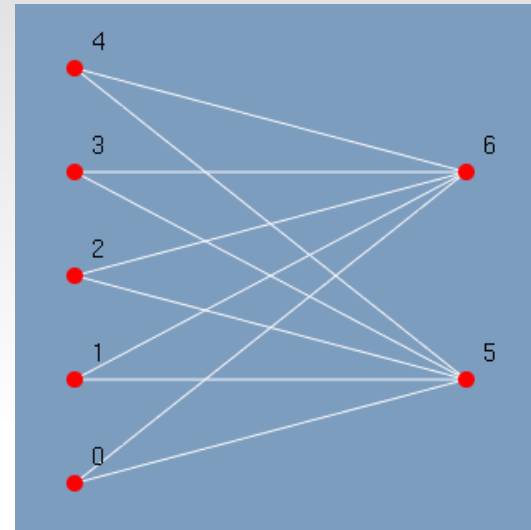
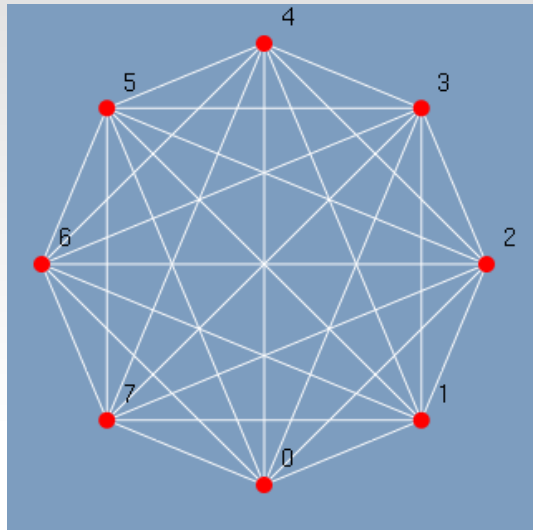


Recursos – Base atual

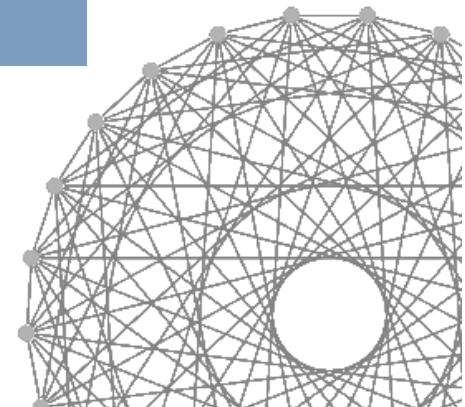
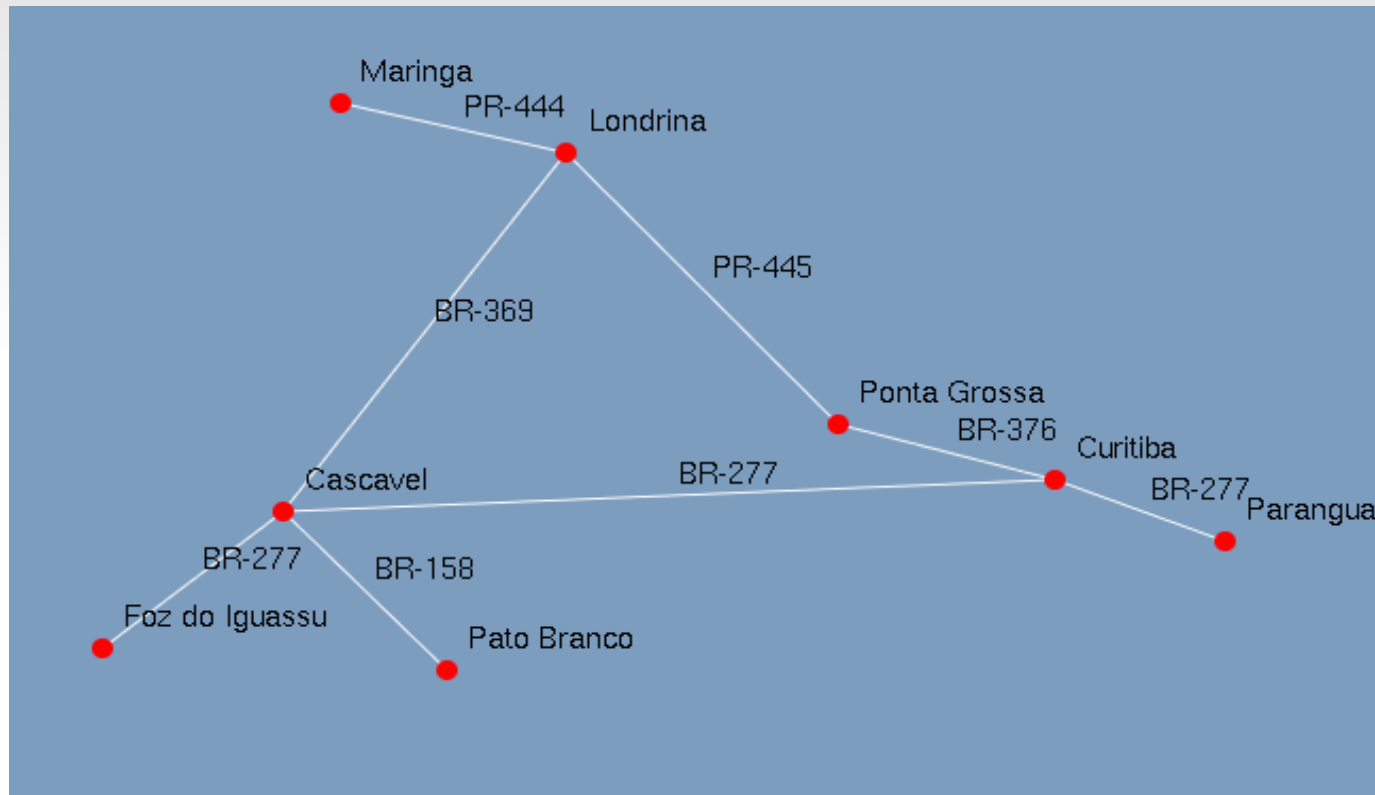
- Interface GTK e OpenGL
- Assistentes para geração de *grafos*
- Redesenho do *grafo* em vários formatos
- Rótulos e pesos em vértices e arestas
- Coloração de vértices e arestas
- Expansão por plugins



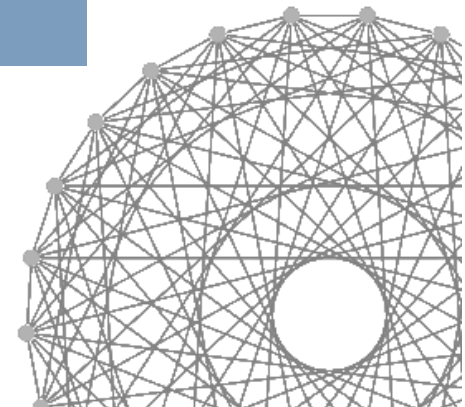
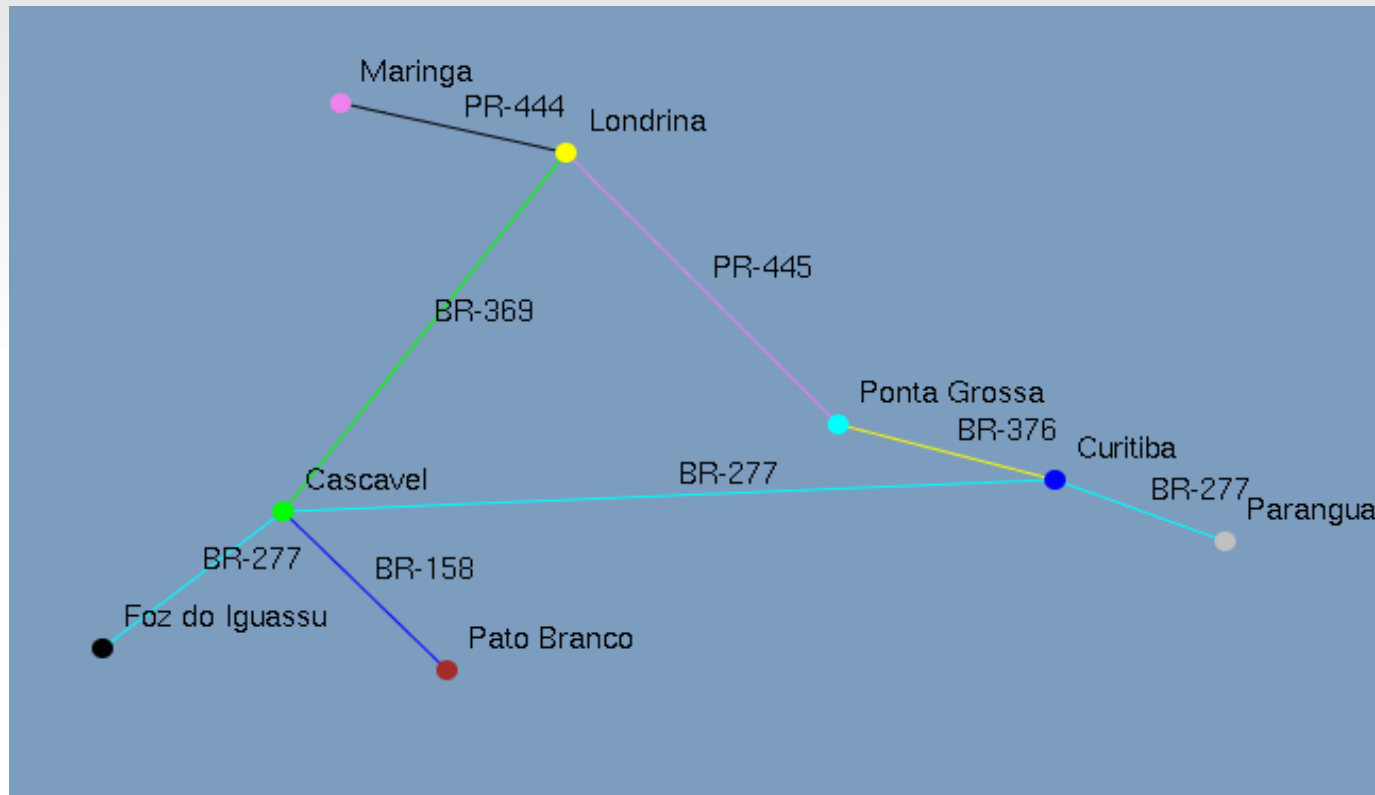
Assistentes para geração de grafos



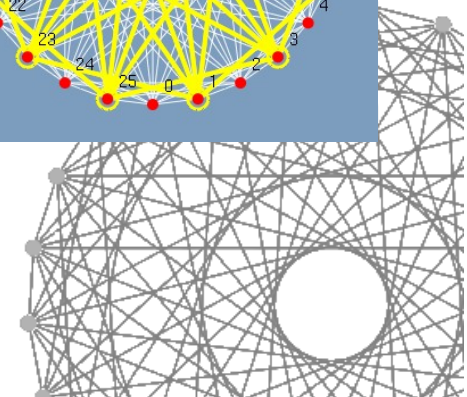
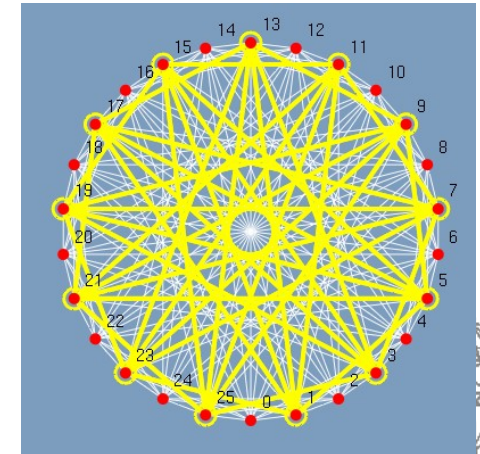
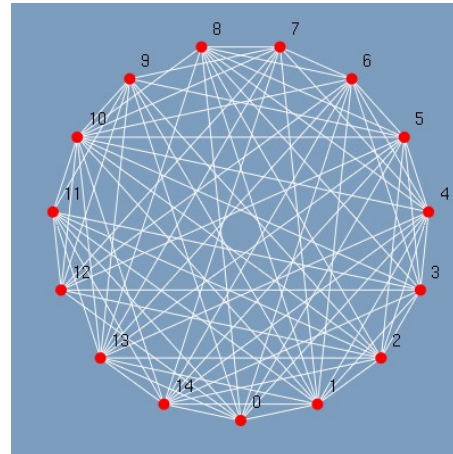
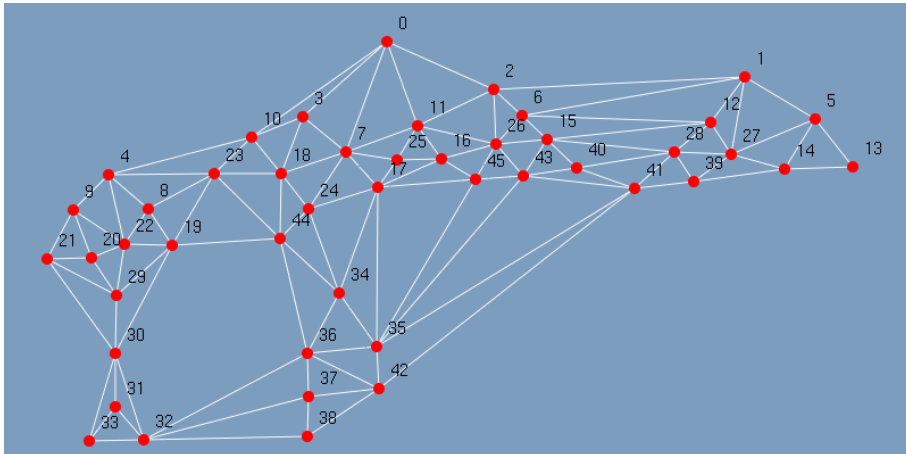
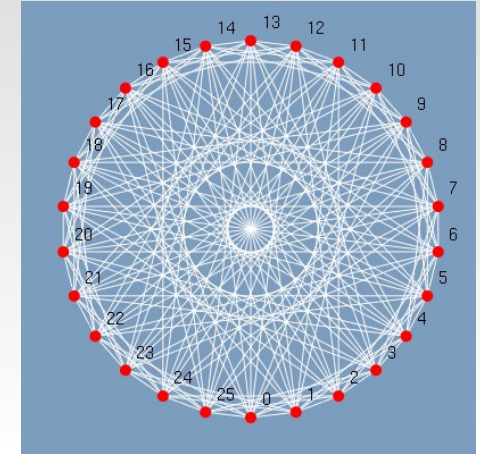
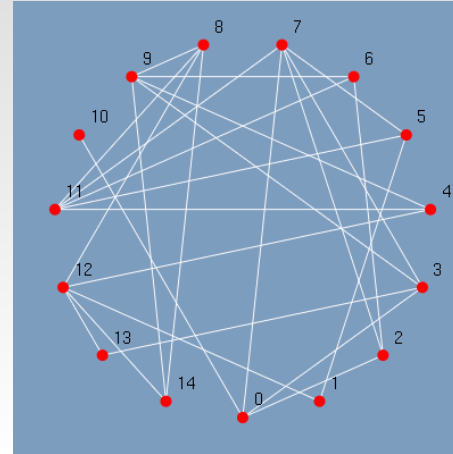
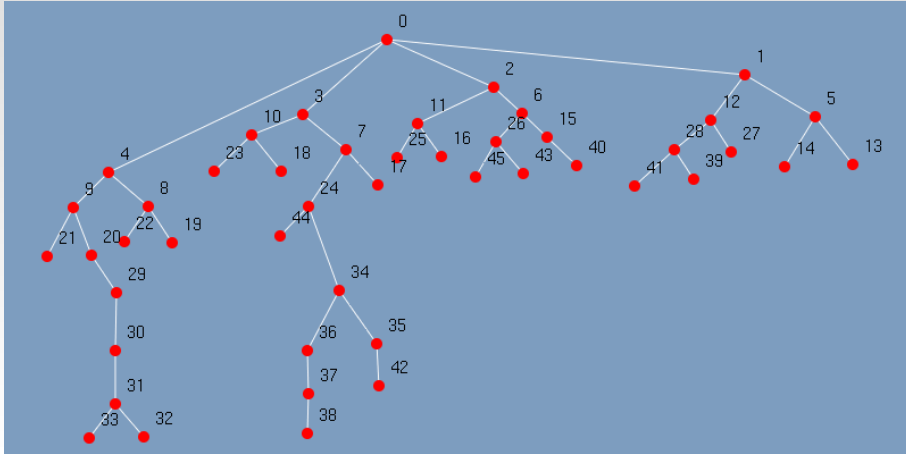
Rótulos e pesos em vértices e arestas



Coloração de vértices e arestas

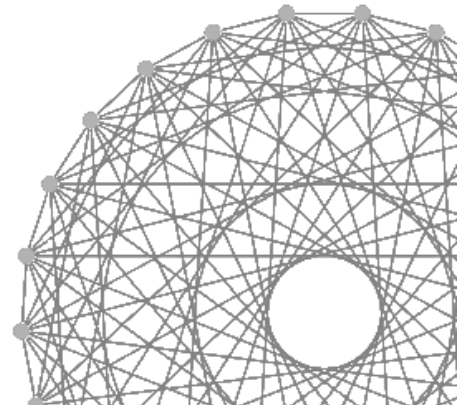


Expansão por plugins

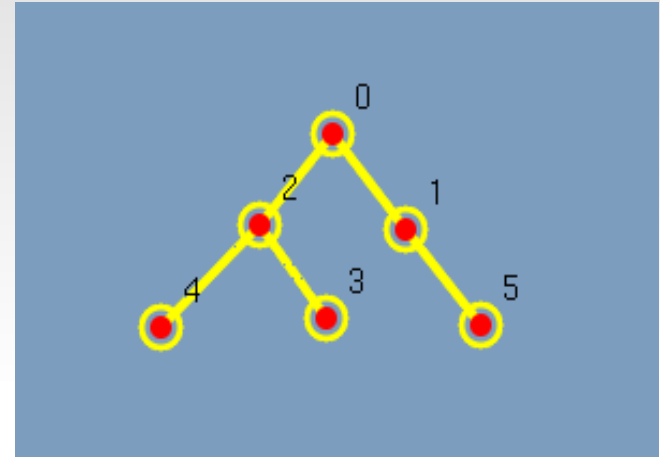
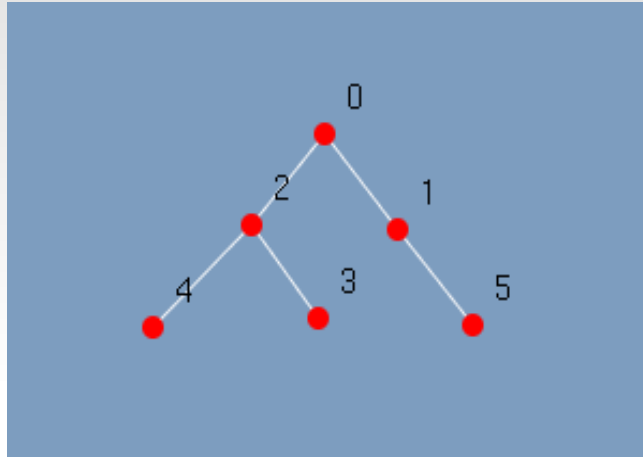


Passo a Passo

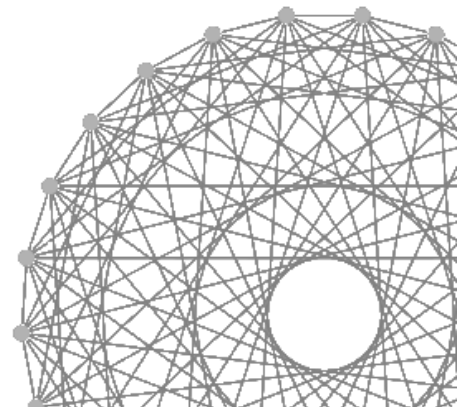
- Visualizar graficamente os passos de um algoritmo
- Melhorar a compreensão e o entendimento
- Permitir a interação com o algoritmo
- Facilitar a depuração



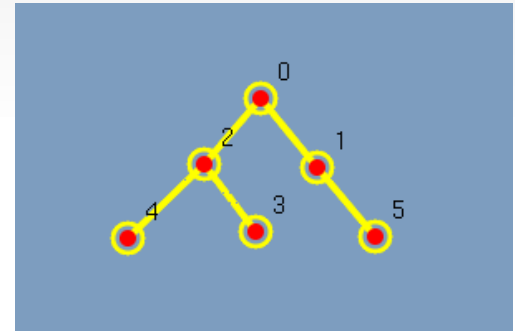
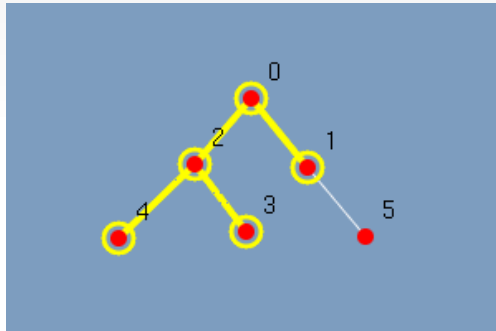
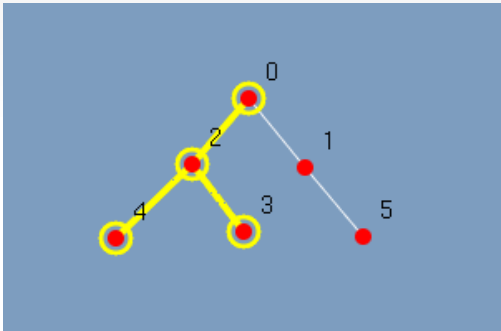
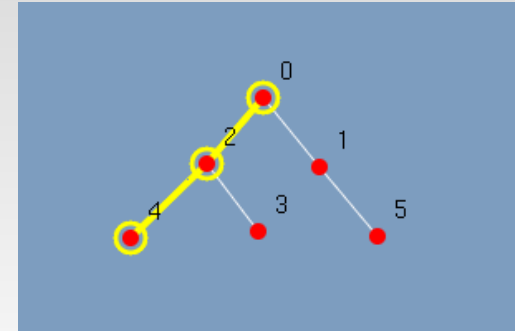
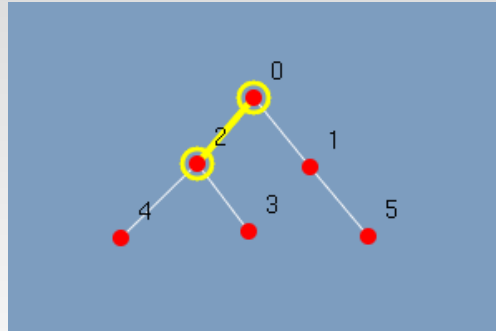
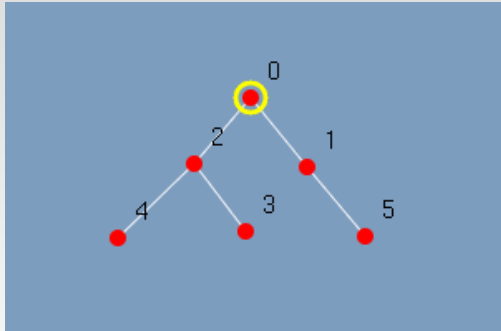
Como estava



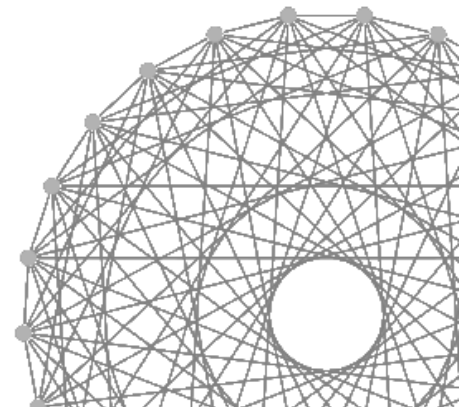
- Como a árvore foi completamente destacada?
- Qual a ordem que os vértices foram destacados?
- Quantos passos tem este algoritmo?



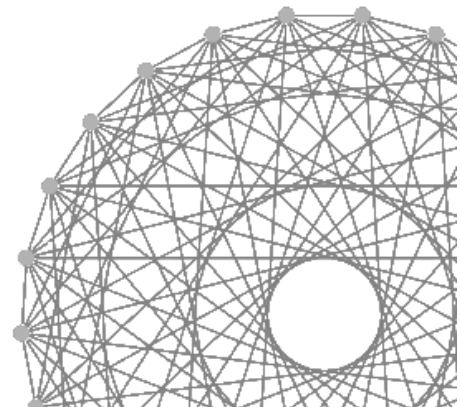
Como ficou



- Como a árvore foi completamente destacada?
- Qual a ordem que os vértices foram destacados?
- Quantos passos tem este algoritmo?



O GRAFO em ação



Contato

Ulisses Cordeiro Pereira
ulisses@cordeiropereira.com.br

