

UNIVERSITY OF NOVI SAD TECHNICAL FACULTY "MIHAJLO PUPIN" ZRENJANIN

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AND

TECHNOLOGY

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EDUCATION



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DEVELOPMENT

ITROCONFERENCE ¹⁰ INFORMATION TECHNOLOGY AND EDUCATION DEVELOPMENT MODIFICATION DEVELOPMENT



ZRENJANIN, June 2019



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With this publication, the CD with all papers from the International Conference on Information Technology and Development of Education, ITRO 2019 is also published.

INTRODUCTION

International Conference on Information Technology and Education Development (ITRO 2019), was held the jubilee tenth time. Since the very beginning, the conference has been connecting science, profession and experiences in education. Information technologies influence educational processes and student achievements. Contemporary topics relate to Interactive EBooks and electronic Teachers logbooks. Thematic fields of the conference are alined with general, but olso with national trends in education:

- Theoretic and methodology questions of contemporary pedagogy
- Digital didactics of media
- Modern communication in teaching
- Curriculum of contemporary teaching
- E-learning
- Education management
- Methodic questions of natural and technical sciences subject teaching
- Information and communication technologies
- Dual education.

The conference work was contributed by plenary lectures covering various aspects of ICT in education development:

- *Digital transformation of educational system in Higher Education*, Branko Perišić, Faculty of Technical Sciences, University of Novi Sad;
- Security issues of e-learning system, Igor Franc, E-security, Belgrade;
- From E to ES teacher logbooks, Žarko Mušicki, primary school "Žarko Zrenjanin", Novi Sad;
- *Canvy, The Thrue Story of Mobile App*, Marius Marcu, Politechnica University of Timisoara, Romania.

The Proceedings containes 59 articles based on research and scientific work in the field of information technologies in education.

The conference was financially supported by the Provincial Secretariat for Higher Education and Scientific Research, Novi Sad. The Technical Faculty "Mihajlo Pupin" has provided the necessary technical support.

The ITRO Organizing Committee would like to thank to the authors of articles, reviewers and participants in the Conference who have contributed to its tradition and successful realization.

Regards until the next ITRO Conference,

Chairman of the Organizing Committee Jelena Stojanov We are very grateful to:

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CONTENTS

SCIENTIFIC PAPERS

G. Kiss, Z. Rajnai
COMPARISON OF INFORMATION SECURITY AWARENESS OF
MECHANICAL ENGINEERING AND SAFETY TECHNICAL
ENGINEERING STUDENTS AT OBUDA UNIVERSITY
D. D. Nedić
EXAMINATION OF FUNCTIONS IN THE GEOGEBRA PROGRAM
PACKAGE
T. Dabić, S. Grkavac, Ž. Stojanov, R. Suzić
LANGUAGE BENEFITS WITH SKYPE IN THE CLASSROOM
G. Jotanović, V. Brtka, G. Jauševac, A. Stjepanović, M. Stojčić
THE APPLICATION OF INTELLIGENT TUTORING SYSTEMS IN
EDUCATION
EDUCATION
A. S. Cvetković, S. Jokić, S. Adamović, D. Milanov
CHALLENGES AND DEVELOPMENT OF AN EPORTFOLIO
PLATFORM AND COMPARISON WITH EXISTING SOLUTIONS
M. Bakator, D. Radosav
ENHANCED LEARNING WITH INTERACTIVE EBOOKS
M. Miteva, L. K. Lazarova, M. Ljubenovska
CONCEPTUAL ERRORS - SERIOUS BARRIER IN MATH EDUCATION
N. Radosavlevikj, H. Hajrullai
IMPLEMENTING VIDEO PRESENTATIONS AND STUDENTS
REACTIONS IN ESP CLASSES (STUDY CONDUCTED AT THE
LANGUAGE CENTRE-TETOVO, SEEU)
L. Tomčić
FROM TRADITIONAL TO MODERN TEACHING BY INTRODUCTION
OF ELECTRONIC TEXTBOOKS – PEDAGOGICAL IMPLICATIONS

B. Sobota, Š. Korečko, M. Hudák, M. Sivý ENHANCEMENT OF EDUCATION PROCESS THROUGH IMMERSIVE VIRTUAL REALITY: TECHNOLOGICAL SCOPE OF LIRKIS LABORATORY46
B. Tomić, N. Milikić, J. Jovanović, V. Devedžić, D. Đurić, Z. Ševarac ENCOURAGING ACTIVE LEARNING OF JAVA AND R THROUGH THE USE OF GIT CODE REPOSITORIES
M. Klekovska, C. Martinovska Bande COMPUTER SUPPORT IN GRAPHIC EDUCATIONAL SUBJECTS57
B. Sobota, Š. Korečko, M. Hudák, J. Ľonc VIRTUAL TRAINING SPACE62
M. Kocaleva, L. Loku, B. Zlatanovska, N. Stojkovikj, A. Krstev THEORETICAL BASICS OF STATISTICS VIA EXAMPLES
N. Stojkovikj, M. Kocaleva, B. Zlatanovska, A. Stojanova BELLMAN-FORD AND FLOYD WARSHALL ALGORITHMS FOR EASIER LEARNING
T. Radmanović, N. Ranković, D. Radosav, D. Ranković, M. Bjelica DETERMINING FACTORS FOR ENROLLMENT AT THE TECHNICAL FACULTY "MIHAJLO PUPIN" IN ZRENJANIN
L. Krstić, M. Krstić, V. Stanković IMPLEMENTATION OF THE SYSTEM FOR E-LEARNING OF EMPLOYEES BASED ON CHAMILO LMS
A. Baggia, D. Gak, T. Grbić, S. Medić, N. Duraković, A. Žnidaršič, U. Rajkovič, A. Tratnik, J. Jerebić
AN OVERVIEW OF ANALYSIS OF STUDENTS' E-MAILS IN THEIR COMMUNICATION WITH TEACHERS
E. Tosheva TECHNOLOGICAL MODEL FOR TRAINING STUDENTS IN THE CLOUD ENVIRONMENT
Lj. Kazi, D. Karuović, D. Radosav, T. Lojović, A. K. Vignjević, O. Lakićević DESIGN OF A WEB PORTAL FOR PRESCHOOL RESOURCES STRATEGIC PLANNING

A. Ristić, D. Cvetković, R. Ristić THE USE OF MOBILE APPLICATIONS IN EDUCATION
V. Ivanov, R. Ivanov, N. Koceska DESIGN AND DEVELOPMENT OF A GAME FOR RECOGNIZING AND EXPRESSING EMOTIONS
S. Mihajlović, I. Berković, A. Stojkov A PRELIMINARY REVIEW TEACHING COMPUTER GRAPHICS AT UNIVERSITY
K. Davcev, N. Koceska, S. Koceski TEACHING BASICS OF SERIAL ROBOT CHAINS'S KINEMATICS TO COMPUTER SCIENCE STUDENTS
A. Krstev, D. Krstev, B. Krstev, G Milosevski HUMAN RESOURCES EVIDENCE AND MANAGEMENT SOFTWARE'S
M. Bakator, D. Radosav DISTRIBUTING KNOWLEDGE THROUGH E-LEARNING PLATFORMS
R. Jakimov, C. Martinovska Bande, M. Kusevska, B. Ivanovska INFORMATION RETRIEVAL SERVICES FOR ELECTRONIC COLLECTIONS OF TEXTS PRODUCED BY LANGUAGE LEARNERS 126
A. Ristić, R. Ristić, D. Cvetković FRAMEWORK FOR TEACHER EDUCATION AND DEVELOPMENT 131
S. Mihajlović, E. Brtka APPLICATION DEVELOPMENT USING WPF138
M. Bogdanović, S. Mironicki, A. Tomić THE FIRST EXPERIENSES IN USE OF TEACHER LOGBOOK IN SOMBOR MUNICIPALITY SCHOOLS
Z. Zeljković, D. Musulin Kolarov, D. Žigić, J. Stojanov ADVANTAGES AND DISADVANTAGES OF E-CLASS REGISTERS (TEACHERS' LOGBOOKS)146

K. Davcev, N. Koceska, S. Koceski A REVIEW OF ROBOTIC KITS USED FOR EDUCATION PURPOSES 152
A. Krstev, D. Krstev, B. Krstev, A. Alili, B. Nedeva, K. Todorov EFFECTIVE TEAMS FOR SUSTAINABLE PROJECTS– PRINCIPLES, PRACTICE AND PRESENTATION
L. K. Lazarova, M. Miteva, A. Stojanova MODERNIZATION OF MATHEMATICS EDUCATION BY USING EDUCATIONAL E-PLATFORMS
I. Tasić, D. Glušac, M. Nikolić, J. Jankov, M. Ćoćkalo-Hronjec THE IMPACT OF TEACHERS JOB SATISFACTION ON THE QUALITY OF THE TEACHING PROCESS IN SERBIAN PRIMARY SCHOOLS 166
A. Stojanova, B. Zlatanovska, M. Kocaleva, D. Rendjova, N. Stojkovikj, D. Bikov USING OF MATLAB IN THE MATHEMATICAL EDUCATION
L.K. Lazarova, M.Miteva, T.A. Pachemska ERASMUS+ PROJECTS AS TOOL FOR IMPROVEMENT MATHEMATICS TEACHING
N. Bobinac, A. Cakić, V. Makitan USING THE INTERNET FOR STUDENTS' SELF EDUCATION
N. Petrović, E. Terek, D. Sajfert, V. Premčevski, T. Petković THE IMPACT OF LEADERSHIP ON THE DEVELOMPENT OF EDUCATION
M. Kovačević, I. Tasić, S. Kovalevskyy, O. Kovalevska SHORT PROGRAMS OF HIGHER EDUCATION STUDIES IN THE REPUBLIC OF SERBIA
M. Kavalić, S. Vlačić, M. Ćoćkalo Hronjec, S. Stanisavljev, N. Ljubojev ACCESSING STUDENTS ACCORDING TO THEIR TYPE OF PERSONALITY REGARDING BIG FIVE
M. Malić, D. Dobrilović, Ž. Stojanov, D. Malić, M. Marcu MODEL FOR TEACHING AGILE IOT SYSTEMS DEVELOPMENT

St. Banjanin, S. Popov, Sa. Banjanin	
COMMUNICATION AND USE OF MODERN TECHNOLOGIES IN	
TEACHING PROCESSES IN PRIMARY SCHOOLS OF SERBIAN AND	
ROMANIAN BANAT	207
N. Petrović, D. Sajfert, E. Terek, M. Vulović, J. Rajković	
PRIMARY SCHOOL PRINCIPAL'S ROLE AS A LEADER	
A. Ilić, E. Eleven, M. Pardanjac, M. Hadzić, M. G. Stamenković, J. Barbarić	
PROBLEM-BASED TASKS IN TEACHING TECHNICS AND	
TECHNOLOGY	
Cs. Szabó, V. Zsók, E. Somova	
FOCUSING SOFTWARE ENGINEERING EDUCATION ON	
COMPOSABILITY AND COMPREHENSIBILITY	222
	• 222
L. Cveticanin	
EDUCATION IN CYBER-PHYSICS ENGINEERING	227
EDUCATION IN CIDER-ITISICS ENOINEERING	/
I. Ninkov	
INCLUSIVE EDUCATION OF TALENTED STUDENTS: LEGAL	
ASPECTS	221
	231
T. Zorić, V. Makitan	
THE IMPACT OF MODERN TECHNOLOGIES ON IT PROJECT	
	226
MANAGEMENT	230
M Kowažanić I Tasić D Dožić N Tasić	
M. Kovačević, I. Tasić, P. Dašić, N. Tasić	
TECHNIQUES AND TECHNOLOGIES IN THE EDUCATIONAL	0.11
SYSTEM OF THE REPUBLIC OF SERBIA	241
N. Tasić, D. Lacmanović, M. Pardanjac, D. Milanov	247
A/D AND D/A CONVERTERS	247
TZ D. J. J. M. TIVI XZ NULLY D. N. L. L. N. T.	
K. Petrović, N. Ilić, V. Nikoić, B. Markoski, N. Jancev	
DEVELOPING NEW APPROACH TO REDUCE RISK IN THE	.
PROCESS OF ADOPTION DECISION	251
S. Arsovski, A. D. Cheok, S. Nurannisa Binti Abu Hamid	
DEEP LEARNING VOICE CONVERSION APPROACHES	255

M. Radovanović, J. Pavlović, V. Nikoić, A. Jašić, A. Kostić Zobenica
DECISION MAKING METHODOLOGY TOPSIS FOR SELECTING
THE MOST IDEAL MOBILE PHONE
K. Nicović, A. Stevović, V. Nikoić, A. Jašić, V. Premčevski
POSSIBILITIES OF USING SIMPLEX METHODS IN INFORMATION
SYSTEMS FOR DECISION SUPPORT
D. Milanov, I. Palinkaš, E. Terek, J. Bushati
GAMIFICATION OF LEARNING AND EDUCATION
N. Simić, D. Lacmanović, V. Premčevski
THE EVOLUTION OF BLOCKCHAIN TECHNOLOGY
V. Brtka, E. Brtka, V. Makitan, D. Karuović, A. Lunjić
APPLICATION OF LOOP LEARNING
D. Lacmanović, D. Glušac, D. Radosav, N. Ljubojev
ANALYSIS OF THE PRESENCE OF VIOLENCE ON SOCIAL
NETWORKS IN SCHOOL AGE CHILDREN IN THE TERRITORY
OF CENTRAL BANAT USING BLOCKCHAIN TECHNOLOGY 285

SCIENTIFIC PAPERS

Bellman-Ford and Floyd Warshall Algorithms for Easier Learning

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Abstract - In this paper, Bellman-Ford and Floyd Warshall Algorithms will be considered. Floyd-Warshall is used when we want to find the shortest path between all the pairs of nodes in graph. The Bellman-Ford algorithm is similar to Dijkstra algorithm, but it is used when the graph may also contain links with negative weights. The algorithms are implemented in Java and visualized for easier learning.

I. INTRODUCTION

Graphs are abstractly mathematical objects that are often used in everyday life:

- a geographical map with many cities connected with path;
- set of people somehow connected;
- Structural formula of a molecule or compound;
- Scheme diagram of an electrical circuit.

Graph describes the relationship between lines and points. A graph consists of some points and lines between them. The points are called nodes or nodes and the lines are called edges or links.

Formally, a graph is a pair (V, E), where V is a finite set of nodes and E a finite set of links.

The graphs are used for describe models and data structures. The structure of a web presentation can be graphically represented by the use of the graph. The nodes of that graph are individual pages, and the edges of the graph are the links that one page can pass to another.

There are several types of graphs:

- A simple graph in which there are no loops and parallel links.
- A regular -graph in which all nodes have the same degree (the number of links incident to the vertex).
- A complete graph Kn is a graph with n nodes in which each two nodes are adjacent.

 Bipartite graph is a simple graph G whose set of nodes can be separated into two nonempty disjunction sets V1 and V2 so that the nodes of V1 can be linked with V2 nodes, but no V1 theme is linked to a V1 itself and no V2 theme is linked to a V2 theme itself.

II. BELLMAN-FORD ALGORITHMS

Bellman-Ford algorithm is an algorithm that find the shortest paths from a single source in a directed weight graph (Figure 1). The name of this algorithm comes from Richard Bell and Leicester Ford, who first published it in scientific papers in 1958 and 1956, but Alfonso Schimbel first proposed this algorithm as a solution since 1955. The advantage of the Belman-Ford algorithm vs. classical algorithms for searching the shortest paths as the Dijkstra algorithm is that it can work with graphs that have links with negative weights. This algorithm is slower that Dijkstra and is more complex. Rarely, we have graphs where the weights of links are negative numbers [1], [2]

```
BELLMAN-FORD (G, w, s)
1. INITIALIZE-SINGLE-SOURCE(G, s)
2.
   for i = 1 to |G.V|-1
3.
     for each edge (u,v) \in G.E
         RELAX(u,v,w)
4.
5.
   for each edge (u, v) \in G.E
     if v.d > u.d + w(u,v)
6.
          return FALSE
7.
8. return TRUE
INITIALIZE-SINGLE-SOURCE (G, s)
1.
    for each vertex v \in G.V
2.
       v.d = 0
3.
       v.pi = NIL
4. s.d = 0
RELAX(u.v.w)
1. if v.d > u.d + w(u,v)
2.
      v.d = u.d + w(u,v)
       v.pi = u
3.
```

Figure 1 The pseudo code for the algorithm

In Figure 2, is given graph with 5 nodes and links between them.

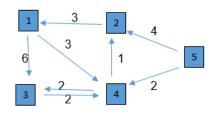


Figure 2 Directed graph

For node 5:

Iteration 0: Node 5 is source (the distance is inicialized to zero), distance to the other nodes are inicialized to ∞ . (Figure 3)



Figure 3 Iteration 0

Iteration 1: We relax the links (u5,u2) and (u5,u4) and update the distances to 2 and 4. The iterations 1 is given in Figure 4.

Итерација 1:		5	4	3	2	1
	d	0	2	00	4	00
	Ρ	/	5	1	5	7

Figure 4 Iteration 1

The iterations 2 and 3 are given in Figure 5 and Figure 6.



Figure 5 Iteration 2

Итерација 3:		5	4	3	2	1	
	ď	0	2	4	3	6	_
	n	7	5	л	1	2	

Figure 6 Iteration 3

```
<terminated> BellmanFord [Java Application] C:\Program Files\Java\jre1.8.0_191\bin\jav.

Vnesete go pocetniot jazel:

5

Vnesete go krajniot jazel:

5

Najkratkoto rastojanieto od temeto 5 do temeto 5 e 0

Vnesete 1 dokolku sakate da ispitate najkratko rastojanie 1

5

Vnesete go pocetniot jazel:

4

Najkratkoto rastojanieto od temeto 5 do temeto 4 e 2

Vnesete 1 dokolku sakate da ispitate najkratko rastojanie 1

5

Vnesete go pocetniot jazel:

4

Najkratkoto rastojanieto od temeto 5 do temeto 4 e 2

Vnesete go pocetniot jazel:

5

Vnesete go krajniot jazel:

3

Najkratkoto rastojanieto od temeto 5 do temeto 3 e 4

Vnesete 1 dokolku sakate da ispitate najkratko rastojanie 1

5

Vnesete go pocetniot jazel:

3

Vnesete go pocetniot jazel:

5

Vnesete go krajniot jazel:

5
```

Figure 7 Bellman-Ford algorithm (Java implementation)

III. FLOYD WARSHALL ALGORITHMS

The Floyd Warshall algorithm is used when we want to find the shortest paths between all pairs of nodes in a graph. This algorithm is an example of dynamic programming [3], [4].

The following graph with 6 nodes is given.

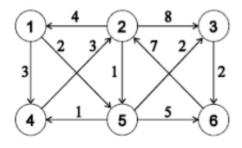


Figure 8 Floyd Warshall algorithm

The procedure for finding the shortest path using this algorithm is that with several iterations it forms few matrices. The first matrix is filled in if there is a link between the i - th and the j - th node appropriately inserts the weight value; if such a link does not exist, we put a sign ∞ . In cases when we need to insert a value of a link whose end and beginning is the same node, we put 0 because we can notice that there are no loops.

Each subsequent matrix is created according to the rule min $(d_{ij}, d_{ik} + d_{kj})$ so that k is the constant that initially increases with each subsequent matrix creation. The size d_{ij} is defined as the minimum weight of the path from the node j to the node i with medium nodes of the set $\{1, 2 \dots k\}$.

On this way, we obtain the following results:

		г					,	
	C =	0	00	00	3	2	~	
		4	0	8	00	1	~~	
$C^{0} =$	C =	~~	00	0	00	00	2	
		~~~	3	00	0	00	~~~	
		~~~	~	2	1	0	5	
		00	7	00	00	00	0	
	Figure							
<i>C</i> ² =	0	00	00	3	2	00		
	4	0	8	7	1	00		
$C^{2} =$	oo (00	0	00	00	2		
C -	7	3	11	0	4	00		
	~ ~	00	2	1	0	5		
	11	7	15	14	8	0		
	Figur							
	0 4 0 ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~	00	00	3	2	:		
	4	0	8	7	1		10	
ci.		00	0	00	00	5	2	
C° =	7	3	11	0	4		13	
	00 0	00	2	1	0)	4	
	11	7	15	14	8	;	0	
	Figui	re 1	1 Ma	trix	C^3		-	
	r						1	
	0	6	14 8	3	2	2	16	
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$C^4 =$	00	00	0	00	0	0	2	
	7	3	11	0	4	ł	13	
	8	4	2				4	
	[11	7	15	14	1 8	3	0	
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	0 4 ∞ 7 8	6	4	ŀ	3	2	6	
	4	0	3	;	2	1	5	
-	00	x	0)	00	00	2	
C ⁰ =	7	3	6	5	0	4	8	
$C^{\delta} =$	8	4	2		1	0	4	
	11	7	1	0	9	8	0	
	L**					5	~1	
	Figui	re I	3 Ma	trix	C			

1	~				
-	0	3	2	1	5
3	9	0	11	10	2
7	3	6	0	4	8
8	4	2	1	0	4
1	7	10	9	8	0
	3 7 8 1	39 73 84 17	3 9 0 7 3 6 8 4 2 1 7 10	3 9 0 11 7 3 6 0 8 4 2 1 1 7 10 9	$\begin{array}{cccccccccccccccccccccccccccccccccccc$

Figure 14 Matrix C⁶

By executing the Floyd Warshall algorithm, we get the matrix C^6 that gives the shortest paths between all the pairs of nodes in the graph. For that purpose, it is necessary first to insert the graph through the matrix of neighborhood.

Najkratl	kite j	patista	na site	parovi	od jazli	se dadeni	so:
	1	2	3	4	5	6	
1	0	6	4	3	2	6	
2	4	0	3	2	1	5	
3	13	9	0	11	10	2	
4	7	3	6	0	4	8	
5	8	4	2	1	0	4	
6	11	7	10	9	8	0	

Figure 15 Floyd Warshall algorithm (Java implementation)

IV. CONCLUSION

In the paper Bellman-Ford and Floyd Warshall algorithms were considered and implemented in Java programming language. This was made because we think that with graph visualization students can learn algorithms more easily and with great desire. Despite programming languages, there are so many other software for algorithm visualization [5], [6], [7]. So our next goal is to choose a good software and to use it for algorithms visualization.

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