# Abstact

Bandung is one of the destinations for tourists from various regions . Local residents may know in detail the location of the tourist attractions in Bandung , but for the first-time travelers, they certainly do not know about the details on location of the tourist attractions . Beside that, Bandung can give many alternatives way to a location . Therefore , the tourist needs an information system that can search the shortest path to the location of the tourist attractions of Bandung city . The selection of an appropriate algorithm in a system will affect the system perfomance . A* algorithm is a popular algorithm in solving heuristic search algorithm. However, SMA * algorithm has better performance than A* that can executed quickly and needs fewer memory but rarely to used. So, it will be analyzed how the performance of SMA* in the case of GIS shortest path searching the location of the tourist attractions in Bandung. So that, the system that implemented by SMA* algorithm can help the tourists to take a decision which path should be taken in the shortest path search by execute quickly and need fewer memory .

**Keywords :** SMA * algorithm , A * algorithm,  geographic information systems ( GIS ) , the shortest path .