## CSCI 230 PA 11 Submission

## Due Date: ##/##/2022 Late (date and time):\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

## Name(s): Nero Li

Exercise 1 & Exercise 2 & Extra Credit -- need to submit source code and I/O  
 -- check if completely done ✔️ ; otherwise, discuss issues below

Source code below:

**Entry.h:**

#ifndef ENTRY\_H

#define ENTRY\_H

// Modified for CSCI 220 Fall 15

// Updated Fall 21

template <typename K, typename V>

class Entry { // a (key, value) pair

public: // public functions

typedef K Key; // key type

typedef V Value; // value type

Entry(const K& k = K(), const V& v = V()) // constructor

: \_key(k), \_value(v) { }

const K& key() const { return \_key; } // get key

const V& value() const { return \_value; } // get value

void setKey(const K& k) { \_key = k; } // set key

void setValue(const V& v) { \_value = v; } // set value

bool operator==(const Entry a)

{

return (\_key == a.key() && \_value == a.value());

}

private: // private data

K \_key; // key

V \_value; // value

};

#endif

**HeapPriorityQueue.h:**

#ifndef HPQ\_H

#define HPQ\_H

#include <list>

#include <vector>

template <typename E>

class VectorCompleteTree

{

private: // member data

std::vector<E> V; // tree contents

public: // publicly accessible types

typedef typename std::vector<E>::iterator Position; // a position in the tree

protected: // protected utility functions

Position pos(int i) // map an index to a position

{ return V.begin() + i; }

int idx(const Position& p) const // map a position to an index

{ return p - V.begin(); }

public:

VectorCompleteTree() : V(1) {} // constructor

int size() const { return V.size() - 1; }

Position left(const Position& p) { return pos(2\*idx(p)); }

Position right(const Position& p) { return pos(2\*idx(p) + 1); }

Position parent(const Position& p) { return pos(idx(p)/2); }

bool hasLeft(const Position& p) const { return 2\*idx(p) <= size(); }

bool hasRight(const Position& p) const { return 2\*idx(p) + 1 <= size(); }

bool isRoot(const Position& p) const { return idx(p) == 1; }

Position root() { return pos(1); }

Position last() { return pos(size()); }

void addLast(const E& e) { V.push\_back(e); }

void swap(const Position& p, const Position& q) { E e = \*q; \*q = \*p; \*p = e; }

// New function added for CSCI 230 PA10

Position removeLast()

{

Position p = V.end();

p--;

V.pop\_back();

return p;

}

void remove(E e)

{

Position p = V.begin();

for (auto i : V)

{

if (i == e)

{

V.erase(p);

return;

}

p++;

}

}

};

template <typename E, typename C>

class HeapPriorityQueue

{

public:

int size() const; // number of elements

bool empty() const; // is the queue empty?

E insert(const E& e); // insert element

const E& min(); // minimum element

E removeMin(); // remove minimum

// New function added for CSCI 230 PA10

void replace(const E& oldElem, const E& newElem)

{

T.remove(oldElem);

insert(newElem);

}

private:

VectorCompleteTree<E> T; // priority queue contents

C isLess; // less-than comparator

// shortcut for tree position

typedef typename VectorCompleteTree<E>::Position Position;

};

template <typename E, typename C> // number of elements

int HeapPriorityQueue<E,C>::size() const

{

return T.size();

}

template <typename E, typename C> // is the queue empty?

bool HeapPriorityQueue<E,C>::empty() const

{

return size() == 0;

}

template <typename E, typename C> // minimum element

const E& HeapPriorityQueue<E,C>::min()

{

return \*(T.root()); // return reference to root element

}

template <typename E, typename C> // insert element

E HeapPriorityQueue<E,C>::insert(const E& e)

{

T.addLast(e); // add e to heap

Position v = T.last(); // e's position

while (!T.isRoot(v)) // up-heap bubbling

{

Position u = T.parent(v);

if (!isLess(\*v, \*u)) break; // if v in order, we're done

T.swap(v, u); // ...else swap with parent

v = u;

}

return e;

}

template <typename E, typename C> // remove minimum

E HeapPriorityQueue<E,C>::removeMin()

{

Position p;

if (size() == 1) // only one node?

p = T.removeLast(); // ...remove it

else

{

Position u = T.root(); // root position

T.swap(u, T.last()); // swap last with root

p = T.removeLast(); // ...and remove last

while (T.hasLeft(u)) // down-heap bubbling

{

Position v = T.left(u);

if (T.hasRight(u) && isLess(\*(T.right(u)), \*v))

v = T.right(u); // v is u's smaller child

if (isLess(\*v, \*u)) // is u out of order?

{

T.swap(u, v); // ...then swap

u = v;

}

else break; // else we're done

}

}

return \*p;

}

#endif

**Decorator.h:**

#pragma once

#include <string>

#include <map>

using namespace std;

// Created by T. Vo for CSCI 230

// Based on C++ code fragment of Goodrich book

class Object { // generic object

public:

virtual int intValue() const; // throw(bad\_cast);

virtual string stringValue() const ; // throw(bad\_cast);

};

class String : public Object {

private:

string value;

public:

String(string v = "") : value(v) { }

string getValue() const

{

return value;

}

};

class Integer : public Object {

private:

int value;

public:

Integer(int v = 0) : value(v) { }

int getValue() const

{

return value;

}

};

int Object::intValue() const // throw(bad\_cast) { // cast to Integer

{

const Integer\* p = dynamic\_cast<const Integer\*>(this);

if (p == NULL) throw exception(); // ("Illegal attempt to cast to Integer");

return p->getValue();

}

string Object::stringValue() const { // throw(bad\_cast) { // cast to String

const String\* p = dynamic\_cast<const String\*>(this);

if (p == NULL) throw exception(); // ("Illegal attempt to cast to Srring");

return p->getValue();

}

class Decorator {

private: // member data

std::map<string, Object\*> map1; // the map

public:

Object \* get(const string& a) // get value of attribute

{

return map1[a];

}

void set(const string& a, Object\* d) // set value

{

map1[a] = d;

}

};

**Graph.h:**

#pragma once

#include <vector>

#include <list>

#include <string>

#include "Decorator.h"

using namespace std;

// Created by T. Vo for CSCI 230

// Based on Java version of Goodrich book w/o template

// string for vertex and int for edge

// Version 1.1

class Vertex : public Decorator // behaves like interface in Java

{

public:

virtual string getElement() = 0;

};

class Edge : public Decorator // behaves like interface in Java

{

public:

virtual int getElement() = 0;

};

class Graph

{

public:

/\* Returns the number of vertices of the graph \*/

virtual int numVertices() = 0;

/\* Returns the number of edges of the graph \*/

virtual int numEdges() = 0;

/\* Returns the vertices of the graph as an iterable collection \*/

virtual list<Vertex \*> getVertices() = 0;

/\* Returns the edges of the graph as an iterable collection \*/

virtual list<Edge \*> getEdges() = 0;

/\*

\* Returns the number of edges leaving vertex v.

\* Note that for an undirected graph, this is the same result

\* returned by inDegree

\* throws IllegalArgumentException if v is not a valid vertex?

\*/

virtual int outDegree(Vertex \*v) = 0; // throws IllegalArgumentException;

/\*\*

\* Returns the number of edges for which vertex v is the destination.

\* Note that for an undirected graph, this is the same result

\* returned by outDegree

\* throws IllegalArgumentException if v is not a valid vertex

\*/

virtual int inDegree(Vertex \*v) = 0; // throws IllegalArgumentException;

/\*

\* Returns an iterable collection of edges for which vertex v is the origin.

\* Note that for an undirected graph, this is the same result

\* returned by incomingEdges.

\* throws IllegalArgumentException if v is not a valid vertex

\*/

virtual vector<Edge \*> outgoingEdges(Vertex \*v) = 0; // throws IllegalArgumentException;

/\*

\* Returns an iterable collection of edges for which vertex v is the destination.

\* Note that for an undirected graph, this is the same result

\* returned by outgoingEdges.

\* throws IllegalArgumentException if v is not a valid vertex

\*/

virtual vector<Edge \*> incomingEdges(Vertex \*v) = 0; // throws IllegalArgumentException;

/\*\* Returns the edge from u to v, or null if they are not adjacent. \*/

virtual Edge \*getEdge(Vertex \*u, Vertex \*v) = 0; // throws IllegalArgumentException;

/\*

\* Returns the vertices of edge e as an array of length two.

\* If the graph is directed, the first vertex is the origin, and

\* the second is the destination. If the graph is undirected, the

\* order is arbitrary.

\*/

virtual vector<Vertex \*> endVertices(Edge \*e) = 0; // throws IllegalArgumentException;

/\* Returns the vertex that is opposite vertex v on edge e. \*/

virtual Vertex \*opposite(Vertex \*v, Edge \*e) = 0; // throws IllegalArgumentException;

/\* Inserts and returns a new vertex with the given element. \*/

virtual Vertex \*insertVertex(string element) = 0;

/\*

\* Inserts and returns a new edge between vertices u and v, storing given element.

\*

\* throws IllegalArgumentException if u or v are invalid vertices, or if an edge already exists between u and v.

\*/

virtual Edge \*insertEdge(Vertex \*u, Vertex \*v, int element) = 0; // throws IllegalArgumentException;

/\* Removes a vertex and all its incident edges from the graph. \*/

virtual void removeVertex(Vertex \*v) = 0; // throws IllegalArgumentException;

/\* Removes an edge from the graph. \*/

virtual void removeEdge(Edge \*e) = 0; // throws IllegalArgumentException;

virtual void print() = 0;

};

**AdjacencyListGraph.h:**

#pragma once

#include <iostream>

#include <list>

#include <vector>

#include <map>

#include "Graph.h"

using namespace std;

// Created by T. Vo for CSCI 230

// Based on Java version of Goodrich book w/o template

// and minimal exception handling

// Version 1.1

// Some operations are incomplete and there are provisions

// to change from map to a list/vector for adjacency list

class AdjacencyListGraph : public Graph

{

private:

bool isDirected;

list<Vertex \*> vertices;

list<Edge \*> edges;

/\* A vertex of an adjacency map graph representation. \*/

class InnerVertex : public Vertex

{

private:

string element;

Vertex \*pos;

vector<pair<Vertex \*, Edge \*>> \*outgoing;

vector<pair<Vertex \*, Edge \*>> \*incoming;

public :

/\* Constructs a new InnerVertex instance storing the given element. \*/

InnerVertex(string elem, bool graphIsDirected = false) {

element = elem;

outgoing = new vector<pair<Vertex \*, Edge \*>>();

if (graphIsDirected)

incoming = new vector<pair<Vertex \*, Edge \*>>();

else

incoming = outgoing; // if undirected, alias outgoing map

}

/\* Returns the element associated with the vertex. \*/

string getElement() { return element; }

/\* Stores the position of this vertex within the graph's vertex list. \*/

void setPosition(Vertex \*p) { pos = p; }

/\* Returns the position of this vertex within the graph's vertex list. \*/

Vertex \*getPosition() { return pos; }

/\* Returns reference to the underlying map of outgoing edges. \*/

vector<pair<Vertex \*, Edge \*>> \*getOutgoing() { return outgoing; }

/\* Returns reference to the underlying map of incoming edges. \*/

vector<pair<Vertex \*, Edge \*>> \*getIncoming() { return incoming; }

}; //------------ end of InnerVertex class ------------

//---------------- nested InnerEdge class ----------------

/\* An edge between two vertices. \*/

class InnerEdge : public Edge

{

private:

double element;

Edge \*pos;

vector<Vertex \*> endpoints;

public:

/\* Constructs InnerEdge instance from u to v, storing the given element. \*/

InnerEdge(Vertex \*u, Vertex \*v, double elem)

{

element = elem;

endpoints.push\_back(u);

endpoints.push\_back(v);

}

/\* Returns the element associated with the edge. \*/

double getElement() { return element; }

/\* Returns reference to the endpoint array. \*/

vector<Vertex \*> getEndpoints() { return endpoints; }

/\* Stores the position of this edge within the graph's vertex list. \*/

void setPosition(Edge \*p) { pos = p; }

/\* Returns the position of this edge within the graph's vertex list. \*/

Edge \*getPosition() { return pos; }

}; //------------ end of InnerEdge class ------------

public:

/\*

\* Constructs an empty graph.

\* The parameter determines whether this is an undirected or directed graph.

\*/

AdjacencyListGraph(bool directed = true)

{

isDirected = directed;

}

~AdjacencyListGraph()

{

}

/\* Returns the number of vertices of the graph \*/

int numVertices()

{

return static\_cast<int>(vertices.size());

}

/\* Returns the number of edges of the graph \*/

int numEdges()

{

return static\_cast<int>(edges.size());

}

/\* Returns the vertices of the graph as an iterable collection \*/

list<Vertex \*> getVertices()

{

return vertices;

}

/\* Returns the edges of the graph as an iterable collection \*/

list<Edge \*> getEdges()

{

return edges;

}

/\*

\* Returns the number of edges leaving vertex v.

\* Note that for an undirected graph, this is the same result

\* returned by inDegree

\* throws IllegalArgumentException if v is not a valid vertex?

\*/

int outDegree(Vertex \*v) // throws IllegalArgumentException;

{

InnerVertex \*vert = static\_cast<InnerVertex \*>(v);

return static\_cast<int>(vert->getOutgoing()->size());

}

/\*\*

\* Returns the number of edges for which vertex v is the destination.

\* Note that for an undirected graph, this is the same result

\* returned by outDegree

\* throws IllegalArgumentException if v is not a valid vertex

\*/

int inDegree(Vertex \*v) // throws IllegalArgumentException;

{

InnerVertex \*vert = static\_cast<InnerVertex \*>(v);

return static\_cast<int>(vert->getIncoming()->size());

}

/\*

\* Returns an iterable collection of edges for which vertex v is the origin.

\* Note that for an undirected graph, this is the same result

\* returned by incomingEdges.

\* throws IllegalArgumentException if v is not a valid vertex

\*/

vector<Edge \*> outgoingEdges(Vertex \*v) // throws IllegalArgumentException;

{

vector<Edge \*> temp;

vector<pair<Vertex \*, Edge \*>> \*mapPtr = static\_cast<InnerVertex \*>(v)->getOutgoing();

for (auto it = mapPtr->begin(); it != mapPtr->end(); ++it) {

temp.push\_back(it->second);

}

return temp;

}

/\*

\* Returns an iterable collection of edges for which vertex v is the destination.

\* Note that for an undirected graph, this is the same result

\* returned by outgoingEdges.

\* throws IllegalArgumentException if v is not a valid vertex

\*/

vector<Edge \*> incomingEdges(Vertex \*v) // throws IllegalArgumentException;

{

vector<Edge \*> temp;

vector<pair<Vertex \*, Edge \*>> \*mapPtr = static\_cast<InnerVertex \*>(v)->getIncoming();

for (auto it = mapPtr->begin(); it != mapPtr->end(); ++it) {

temp.push\_back(it->second);

}

return temp;

}

/\* Returns the edge from u to v, or null if they are not adjacent. \*/

Edge \*getEdge(Vertex \*u, Vertex \*v) // throws IllegalArgumentException;

{

Edge \*temp = nullptr;

vector<Edge \*> out = outgoingEdges(u);

for (auto i : out)

if (opposite(u, i)->getElement() == v->getElement())

temp = i;

return temp; // origin.getOutgoing().get(v); // will be null if no edge from u to v

}

/\*

\* Returns the vertices of edge e as an array of length two.

\* If the graph is directed, the first vertex is the origin, and

\* the second is the destination. If the graph is undirected, the

\* order is arbitrary.

\*/

vector<Vertex \*> endVertices(Edge \*e) // throws IllegalArgumentException;

{

vector<Vertex \*> endpoints = static\_cast<InnerEdge \*>(e)->getEndpoints();

return endpoints;

}

/\* Returns the vertex that is opposite vertex v on edge e. \*/

Vertex \*opposite(Vertex \*v, Edge \*e) // throws IllegalArgumentException;

{

vector<Vertex \*> endpoints = static\_cast<InnerEdge \*>(e)->getEndpoints();

if (endpoints[0] == v)

return endpoints[1];

else

return endpoints[0];

}

/\* Inserts and returns a new vertex with the given element. \*/

Vertex \*insertVertex(string element)

{

Vertex \*v = new InnerVertex(element, isDirected);

vertices.push\_back(v);

static\_cast<InnerVertex \*>(v)->setPosition(vertices.back());

return v;

}

/\*

\* Inserts and returns a new edge between vertices u and v, storing given element.

\*

\* throws IllegalArgumentException if u or v are invalid vertices, or if an edge already exists between u and v.

\*/

Edge \*insertEdge(Vertex \*u, Vertex \*v, double element) // throws IllegalArgumentException;

{

Edge \* e = new InnerEdge(u, v, element);

edges.push\_back(e);

static\_cast<InnerEdge \*>(e)->setPosition(edges.back());

InnerVertex \*origin = static\_cast<InnerVertex \*>(u);

InnerVertex \*dest = static\_cast<InnerVertex \*>(v);

(origin->getOutgoing())->push\_back(pair<Vertex\*, Edge\*>(v, e));

(dest->getIncoming())->push\_back(pair<Vertex\*, Edge\*>(u, e));

return e;

}

/\* Removes a vertex and all its incident edges from the graph. \*/

void removeVertex(Vertex \*v) // throws IllegalArgumentException;

{

//for (Edge<E> e : vert.getOutgoing().values())

// removeEdge(e);

//for (Edge<E> e : vert.getIncoming().values())

// removeEdge(e);

//// remove this vertex from the list of vertices

//vertices.remove(vert.getPosition());

}

/\* Removes an edge from the graph. \*/

void removeEdge(Edge \*e) // throws IllegalArgumentException;

{

// remove this edge from vertices' adjacencies

//InnerVertex<V>[] verts = (InnerVertex<V>[]) edge.getEndpoints();

//verts[0].getOutgoing().remove(verts[1]);

//verts[1].getIncoming().remove(verts[0]);

//// remove this edge from the list of edges

//edges.remove(edge.getPosition());

}

void print()

{

for (auto itr = vertices.begin(); itr != vertices.end(); itr++)

{

cout << "Vertex " << (\*itr)->getElement() << endl;

if (isDirected)

cout << " [outgoing]";

cout << " " << outDegree(\*itr) << " adjacencies:";

for (auto e : outgoingEdges(\*itr))

cout << "(" << opposite(\*itr, e)->getElement() << ", " << e->getElement() << ")" << " ";

cout << endl;

if (isDirected)

{

cout << " [incoming]";

cout << " " << inDegree(\*itr) << " adjacencies:";

for (auto e : incomingEdges(\*itr))

cout << "(" << opposite(\*itr, e)->getElement() << ", " << e->getElement() << ")" << " ";

cout << endl;

}

}

}

};

**exercise.cpp:**

/\* Program: PA\_11\_exercise

Author: Nero Li

Class: CSCI 230

Date: 05/24/2022

Description:

Modify exercise 1 to include additional features and you can

just submit exercise 2 since it includes all features of

exercise 1. Additional graph processing algorithms such as

shortest paths can be added to this class or another class such

as GraphAlgorithms.

I certify that the code below is my own work.

Exception(s): N/A

\*/

#include <iostream>

#include <iomanip>

#include <fstream>

#include <map>

#include <stack>

#include "AdjacencyListGraph.h"

#include "HeapPriorityQueue.h"

#include "Entry.h"

using namespace std;

class Flights

{

private:

AdjacencyListGraph G;

map<string, Vertex \*> airport;

vector<string> dest;

vector<double> price;

enum Status {VISITED, UNEXPLORED, DISCOVERY, BACK};

class comp

{

public:

bool operator()(Entry<double, Vertex \*> a, Entry<double, Vertex \*> b)

{

return (a.key() < b.key());

}

};

class comp2

{

public:

bool operator()(Entry<int, Vertex \*> a, Entry<int, Vertex \*> b)

{

return (a.key() < b.key());

}

};

void dijkstraPrice(Vertex \*src, map<Vertex \*, Vertex \*> &prev, map<Vertex \*, double> &cloud)

{

map<Vertex \*, double> D;

HeapPriorityQueue<Entry<double, Vertex \*>, comp> pq;

map<Vertex \*, Entry<double, Vertex \*>> pqTokens;

for (Vertex \*v : G.getVertices())

{

if (v == src)

D.insert(pair<Vertex \*, double>(v, 0));

else

D.insert(pair<Vertex \*, double>(v, INT\_MAX));

pqTokens.insert(pair<Vertex \*, Entry<double, Vertex \*>>(v, pq.insert(Entry<double, Vertex \*>(D[v], v))));

}

while (!pq.empty())

{

Entry<double, Vertex \*> entry = pq.removeMin();

double key = entry.key();

Vertex \*u = entry.value();

cloud.insert(pair<Vertex \*, double>(u, key));

pqTokens.erase(u);

for (Edge \*e : G.outgoingEdges(u))

{

Vertex \*v = G.opposite(u, e);

if (cloud.find(v) == cloud.end())

{

int wgt = e->getElement();

if (D[u] + wgt < D[v])

{

D[v] = D[u] + wgt;

pq.replace(pqTokens[v], Entry<double, Vertex \*>(D[v], v));

prev[v] = u;

}

}

}

}

}

void cheapestFlight(Vertex \*src, Vertex \*dest)

{

map<Vertex \*, Vertex \*> prev;

map<Vertex \*, double> cloud;

dijkstraPrice(src, prev, cloud);

stack<Vertex \*> output;

stack<double> outPrice;

Vertex \*cur = dest;

while (cur != src)

{

output.push(cur);

outPrice.push(G.getEdge(prev[cur], cur)->getElement());

cur = prev[cur];

}

cout << "Path:\n";

cout << src->getElement();

while (!output.empty())

{

cout << " -- $" << outPrice.top() << " --> " << output.top()->getElement();

output.pop();

outPrice.pop();

}

cout << ", $" << cloud[dest] << endl;

}

void cheapestRoundTrip(Vertex \*src, Vertex \*dest)

{

map<Vertex \*, Vertex \*> prev\_src;

map<Vertex \*, double> cloud\_src;

dijkstraPrice(src, prev\_src, cloud\_src);

map<Vertex \*, Vertex \*> prev\_dest;

map<Vertex \*, double> cloud\_dest;

dijkstraPrice(dest, prev\_dest, cloud\_dest);

stack<Vertex \*> output;

stack<double> outPrice;

Vertex \*cur = src;

while (cur != dest)

{

output.push(cur);

outPrice.push(G.getEdge(prev\_dest[cur], cur)->getElement());

cur = prev\_dest[cur];

}

while (cur != src)

{

output.push(cur);

outPrice.push(G.getEdge(prev\_src[cur], cur)->getElement());

cur = prev\_src[cur];

}

cout << "Path:\n";

cout << src->getElement();

while (!output.empty())

{

cout << " -- $" << outPrice.top() << " --> " << output.top()->getElement();

output.pop();

outPrice.pop();

}

cout << ", $" << cloud\_src[dest] + cloud\_dest[src] << endl;

}

void DFS(Vertex \*v, map<Vertex \*, Status> &label)

{

if (label[v] != DISCOVERY)

{

cout << " --> ";

}

label[v] = VISITED;

cout << v->getElement();

for (auto e : G.outgoingEdges(v))

{

Vertex \*u = G.opposite(v, e);

if (label[u] == UNEXPLORED)

DFS(u, label);

}

}

void visitAll(Vertex \*v)

{

map<Vertex \*, Status> label;

for (auto i : G.getVertices())

label[i] = UNEXPLORED;

label[v] = DISCOVERY;

cout << "Path:\n";

DFS(v, label);

cout << endl;

}

void fewestStop(Vertex \*src, Vertex \*dest)

{

map<Vertex \*, int> D;

map<Vertex \*, int> cloud;

map<Vertex \*, Vertex \*> prev;

HeapPriorityQueue<Entry<int, Vertex \*>, comp2> pq;

map<Vertex \*, Entry<int, Vertex \*>> pqTokens;

for (Vertex \*v : G.getVertices())

{

if (v == src)

D.insert(pair<Vertex \*, int>(v, 0));

else

D.insert(pair<Vertex \*, int>(v, INT\_MAX));

pqTokens.insert(pair<Vertex \*, Entry<int, Vertex \*>>(v, pq.insert(Entry<int, Vertex \*>(D[v], v))));

}

while (!pq.empty())

{

Entry<int, Vertex \*> entry = pq.removeMin();

int key = entry.key();

Vertex \*u = entry.value();

cloud.insert(pair<Vertex \*, int>(u, key));

pqTokens.erase(u);

for (Edge \*e : G.outgoingEdges(u))

{

Vertex \*v = G.opposite(u, e);

if (cloud.find(v) == cloud.end())

{

int wgt = 1;

if (D[u] + wgt < D[v])

{

D[v] = D[u] + wgt;

pq.replace(pqTokens[v], Entry<int, Vertex \*>(D[v], v));

prev[v] = u;

}

}

}

}

cout << "Path:\t\t\t";

stack<Vertex \*> output;

Vertex \*cur = dest;

while (cur != src)

{

output.push(cur);

cur = prev[cur];

}

cout << src->getElement();

while (!output.empty())

{

cout << " -> " << output.top()->getElement();

output.pop();

}

cout << endl;

cout << "Stops:\t\t\t" << cloud[dest] - 1 << endl;

}

public:

Flights(string str)

{

ifstream fin;

fin.open(str, ios::binary);

if (!fin)

return;

while (!fin.eof())

{

string cur;

int p{2};

double n;

while (p--)

{

fin >> cur;

if (!cur.empty())

{

dest.push\_back(cur);

if (airport.find(cur) == airport.end())

airport.insert(pair<string, Vertex \*>(cur, G.insertVertex(cur)));

}

}

fin >> n;

price.push\_back(n);

}

for (int i = 0, j = 0; i < dest.size(); i += 2, ++j)

G.insertEdge(airport[dest[i]], airport[dest[i + 1]], price[j]);

}

void controlPanel()

{

bool quit{false};

char choice{'Q'};

cout << fixed << setprecision(2);

while (!quit)

{

cout << "--------------------------------------------------------------------------\n";

cout << "0. Display all flights\n";

cout << "1. Find a cheapest flight from one airport to another airport\n";

cout << "2. Find a cheapest roundtrip from one airport to another airport\n";

cout << "3. Find an order to visit all airports starting from an airport\n";

cout << "4. Find a flight with fewest stops from one airport to another airport\n";

cout << "Q. Exit\n";

cout << "--------------------------------------------------------------------------\n";

cout << "Your choice: ";

cin >> choice;

cout << "--------------------------------------------------------------------------\n";

string first;

string second;

switch(choice)

{

case '0':

G.print();

break;

case '1':

cout << "Start from:\t\t";

cin >> first;

cout << "Go to:\t\t\t";

cin >> second;

cheapestFlight(airport[first], airport[second]);

break;

case '2':

cout << "Start from:\t\t";

cin >> first;

cout << "Go to:\t\t\t";

cin >> second;

cheapestRoundTrip(airport[first], airport[second]);

break;

case '3':

cout << "Start from:\t\t";

cin >> first;

visitAll(airport[first]);

break;

case '4':

cout << "Start from:\t\t";

cin >> first;

cout << "Go to:\t\t\t";

cin >> second;

fewestStop(airport[first], airport[second]);

break;

default:

quit = true;

}

}

}

};

int main()

{

Flights test("PA11Flights.txt");

test.controlPanel();

cout << "Author: Nero Li\n";

return 0;

}

Input/output below:

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 0

--------------------------------------------------------------------------

Vertex LAX

[outgoing] 2 adjacencies:(SEA, 199.99) (DFW, 189.00)

[incoming] 3 adjacencies:(SFO, 79.00) (DFW, 199.00) (MSY, 190.00)

Vertex SEA

[outgoing] 1 adjacencies:(ORD, 179.50)

[incoming] 1 adjacencies:(LAX, 199.99)

Vertex DFW

[outgoing] 2 adjacencies:(LAX, 199.00) (SFO, 99.99)

[incoming] 3 adjacencies:(LAX, 189.00) (ORD, 50.00) (MSY, 109.00)

Vertex SFO

[outgoing] 1 adjacencies:(LAX, 79.00)

[incoming] 1 adjacencies:(DFW, 99.99)

Vertex ORD

[outgoing] 2 adjacencies:(DFW, 50.00) (BOS, 179.00)

[incoming] 3 adjacencies:(BOS, 149.00) (JFK, 99.00) (SEA, 179.50)

Vertex BOS

[outgoing] 2 adjacencies:(ORD, 149.00) (JFK, 99.00)

[incoming] 1 adjacencies:(ORD, 179.00)

Vertex JFK

[outgoing] 3 adjacencies:(ORD, 99.00) (MIA, 49.00) (MSY, 220.00)

[incoming] 1 adjacencies:(BOS, 99.00)

Vertex MIA

[outgoing] 1 adjacencies:(MSY, 50.00)

[incoming] 1 adjacencies:(JFK, 49.00)

Vertex MSY

[outgoing] 2 adjacencies:(LAX, 190.00) (DFW, 109.00)

[incoming] 2 adjacencies:(JFK, 220.00) (MIA, 50.00)

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 1

--------------------------------------------------------------------------

Start from: LAX

Go to: JFK

Path:

LAX -- $199.99 --> SEA -- $179.50 --> ORD -- $179.00 --> BOS -- $99.00 --> JFK, $656.00

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 1

--------------------------------------------------------------------------

Start from: JFK

Go to: LAX

Path:

JFK -- $49.00 --> MIA -- $50.00 --> MSY -- $190.00 --> LAX, $289.00

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 2

--------------------------------------------------------------------------

Start from: LAX

Go to: JFK

Path:

LAX -- $199.99 --> SEA -- $179.50 --> ORD -- $179.00 --> BOS -- $99.00 --> JFK -- $49.00 --> MIA -- $50.00 --> MSY -- $190.00 --> LAX, $945.00

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 2

--------------------------------------------------------------------------

Start from: SEA

Go to: SFO

Path:

SEA -- $179.50 --> ORD -- $50.00 --> DFW -- $99.99 --> SFO -- $79.00 --> LAX -- $199.99 --> SEA, $606.00

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 3

--------------------------------------------------------------------------

Start from: LAX

Path:

LAX --> SEA --> ORD --> DFW --> SFO --> BOS --> JFK --> MIA --> MSY

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 4

--------------------------------------------------------------------------

Start from: JFK

Go to: LAX

Path: JFK -> MSY -> LAX

Stops: 1

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: 4

--------------------------------------------------------------------------

Start from: SFO

Go to: SEA

Path: SFO -> LAX -> SEA

Stops: 1

--------------------------------------------------------------------------

0. Display all flights

1. Find a cheapest flight from one airport to another airport

2. Find a cheapest roundtrip from one airport to another airport

3. Find an order to visit all airports starting from an airport

4. Find a flight with fewest stops from one airport to another airport

Q. Exit

--------------------------------------------------------------------------

Your choice: Q

--------------------------------------------------------------------------

Author: Nero Li

Answer for Question 1:

If we are using an adjacency list graph, the running time should be O(mlogn), where n is the number of vertices and m is the number of edges in the graph. Since we are using Priority Queue, when we do insertion, removal, or other operations, we took O(logn) time. Since if we have m edges, we will need to check each edge, so finally we got O(mlogn).

Answer for Question 2:

I have already tried to find all pairs shortest by the Dijkstra algorithm but added a new data structure for saving the previous node for each node. Using Dijkstra directly will not be able to let us know the path. By saving all vertices’ previous nodes, we can print out the path and finally do the operation. As a result, it works by finding all pairs but we need to store the previous vertex.