int findstring(char\* str1,char\* str2);

int findstring2(char\* str1,char\* str2);

long trunc2int(char total[], char left[], char right[]);

long trunc2int2(char total[], char left[], char right[]);

long trunc2int3(char total[], char left[], char right[]);

int getnewnodeid(long oldnodeid);

double trunc2float(char total[], char left[], char right[]);

int shortestpathbyfloyd(int imes);

int isalonenode(int newnodeid);

long nodetable[NODENUM];

double nodeX[NODENUM],nodeY[NODENUM]; //node X,Y coordinates

double distancenode[NODENUM][NODENUM]; //node diatance from A to B

int path[NODENUM][NODENUM]; //id, path from A to B

int pathtable[PATHNUM],pathfrom[PATHNUM],pathto[PATHNUM];

struct node{

long oldID;

double x;

double y;

}

struct link{

Long oldID;

int from,to;

}

struct path{

double distance;

path;

**}**