wal to viscolize

1. Plan Path.

- · Chase a Destination + sorrul time
- · choose a starting point + starting time.
- · show all possible puths.
- · show all factors affecting the path.

2. Rail Network manipulation

- . What bappers if we somore a connection in the network.
 - on puth
 - on braffic
 - on station
- · what happens if we add a manual path + trains
 - on path
 - on traffix
 - on station

· what boppins if we remove a train A

- on travelling time 3. Measure for contrality. (To rimolize impostance of station)

- · Betweeners
- · Degree.

4. Romleineg

- 1. Train Randeing Based on

 - · efficiency?
 - . crowdness.
 - · Importance.

2 Station Rombing Based on

- . No of trains paning
- · corclate ut desity w.r.t

Deporting Time

NP of journey fine from A > B in the retwork.