Floyd Marshall

* Greedy Algorithm
* Time Complexity of O(V³)
* Space Complexity of O(V²
* Floyd Marshall is a shortest path algorithm that finds the shortest path by comparing every pair of vertices in a graph.
* The algorithm works by creating a matrix with all distances between each node. Then the algorithm iterates through each intermediate node between two nodes and updates the matrix if a shorter path is found. The process is repeated until every path is considered.
* Floyd Marshall differs from Dijkstra and Bellman-Ford by comparing pairs of vertices instead of starting from a single vertex.