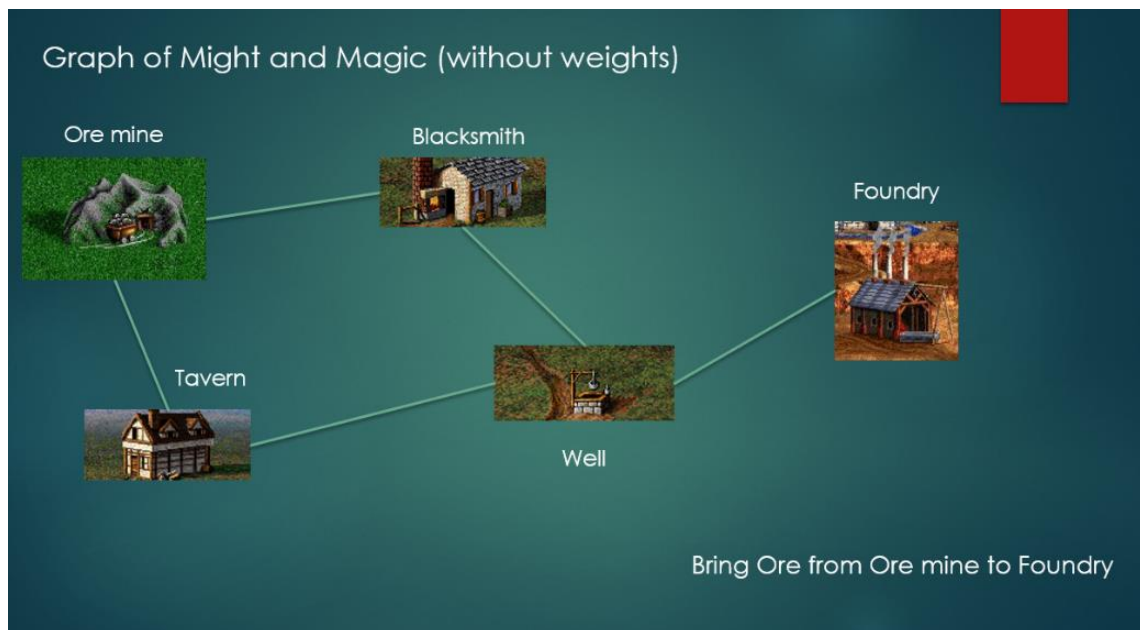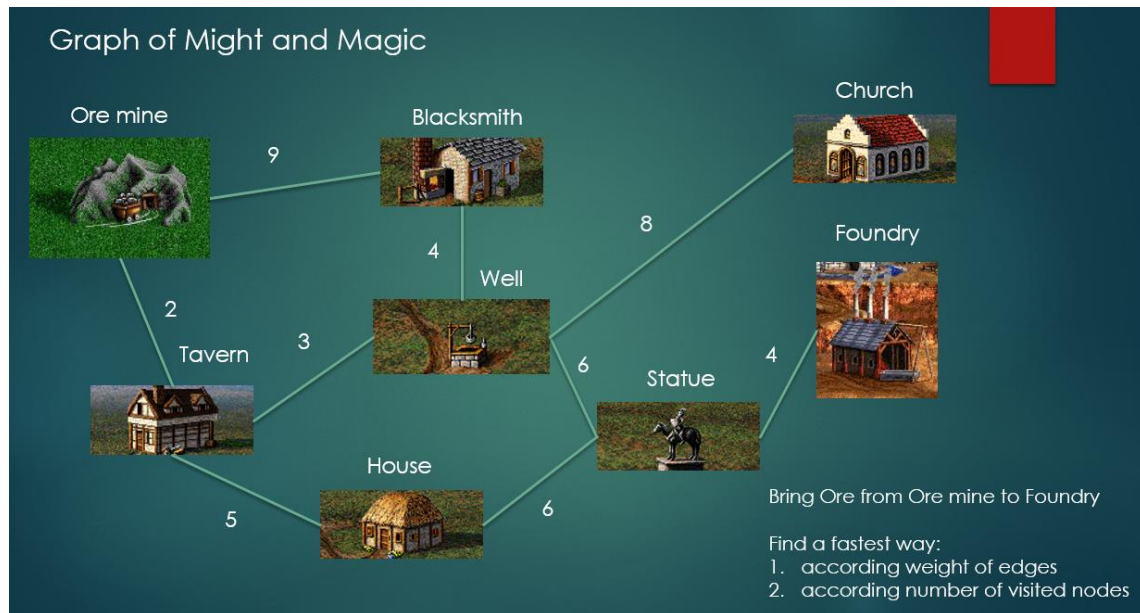# Graph of Might and Magic

Task 1

Create a program for graph traversing. Calculate all possible routes from Ore Mine to Foundry. Use the picture below.

Task 2

Enhance the program created in Task 1 to use weights for edges. Calculate two routes from Ore Mine to Foundry. The first route should be the cheapest from a weight perspective. The second route should pass through a minimal number of places. Use the picture below.

Happy coding!