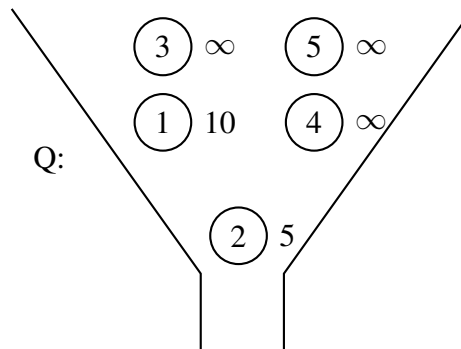
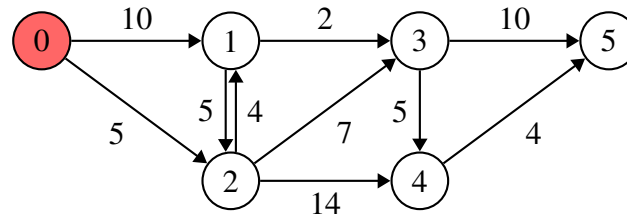


D:

0	1	2	3	4	5
0	10	5	∞	∞	∞

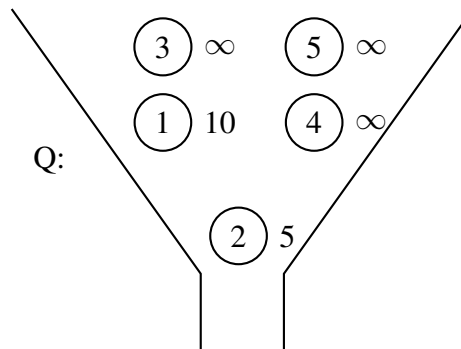


D = array of distances, Q = adjustable priority queue

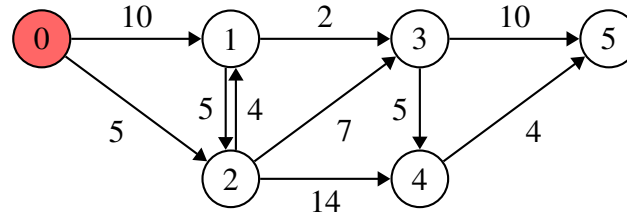


D:

0	1	2	3	4	5
0	10	5	∞	∞	∞

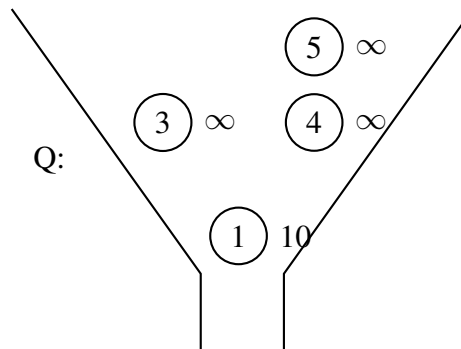


D = array of distances, Q = adjustable priority queue

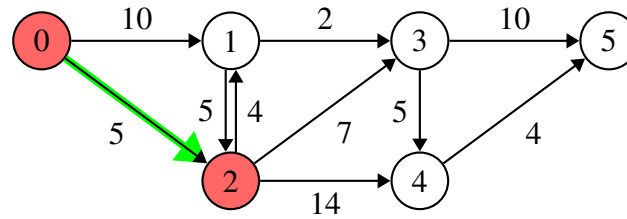


D:

0	1	2	3	4	5
0	10	5	∞	∞	∞

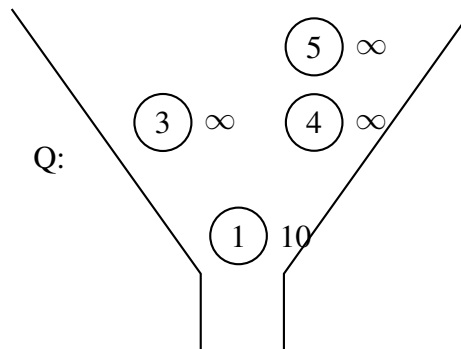


D = array of distances, Q = adjustable priority queue

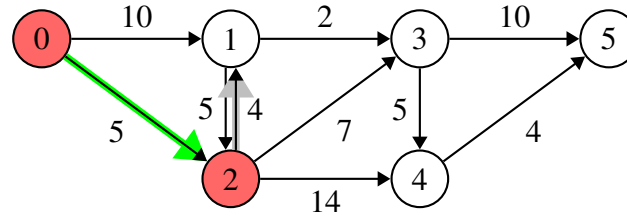


D:

0	1	2	3	4	5
0	10	5	∞	∞	∞

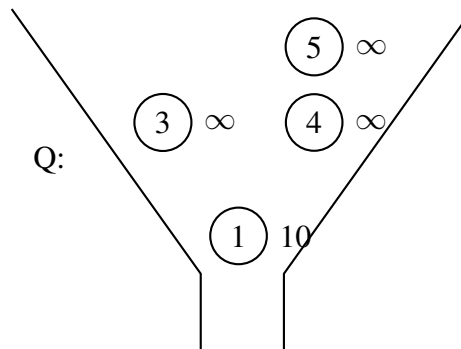


D = array of distances, Q = adjustable priority queue

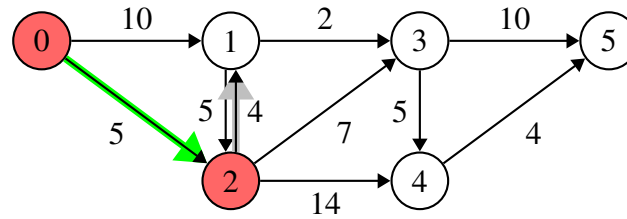


D:

0	1	2	3	4	5
0	10	5	∞	∞	∞

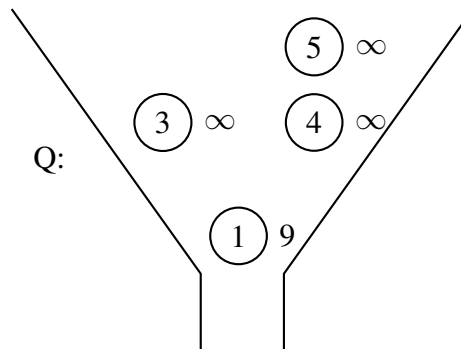


D = array of distances, Q = adjustable priority queue

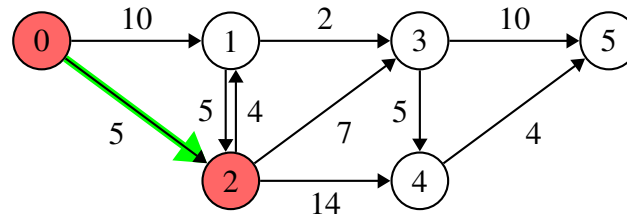


D:

0	1	2	3	4	5
0	9	5	∞	∞	∞

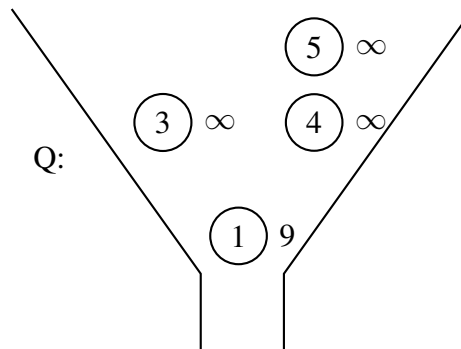


D = array of distances, Q = adjustable priority queue

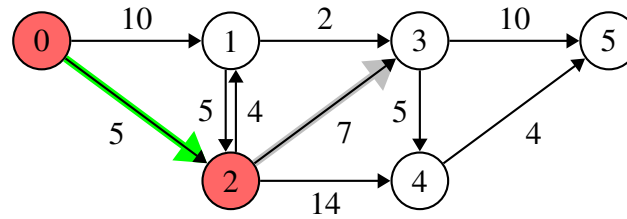


D:

0	1	2	3	4	5
0	9	5	∞	∞	∞

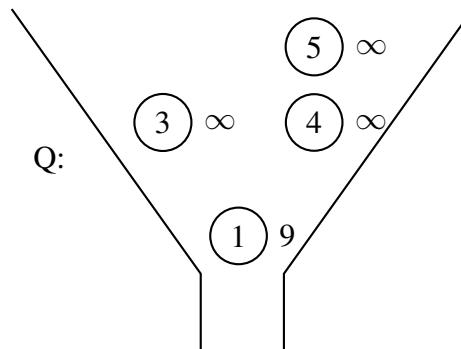


D = array of distances, Q = adjustable priority queue

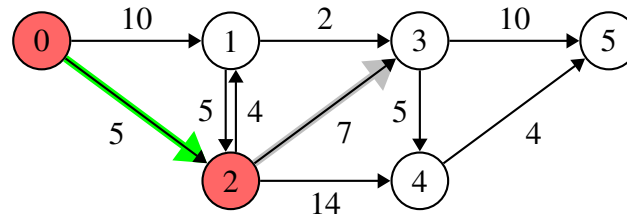


D:

0	1	2	3	4	5
0	9	5	∞	∞	∞

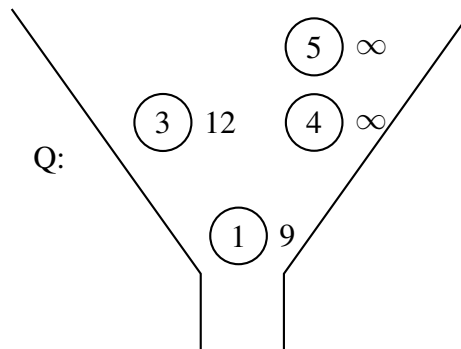


D = array of distances, Q = adjustable priority queue

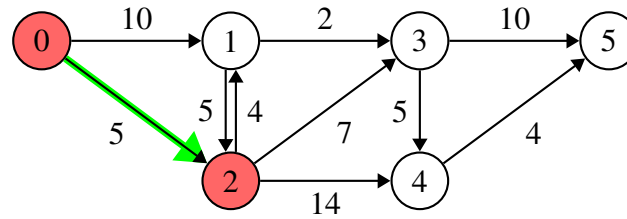


D:

0	1	2	3	4	5
0	9	5	12	∞	∞

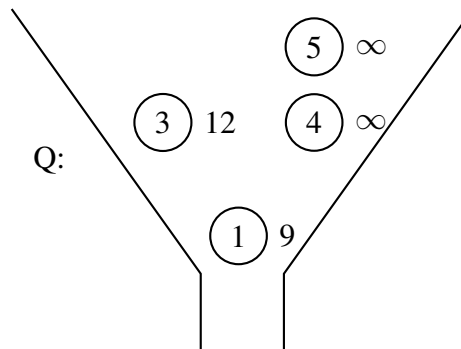


D = array of distances, Q = adjustable priority queue

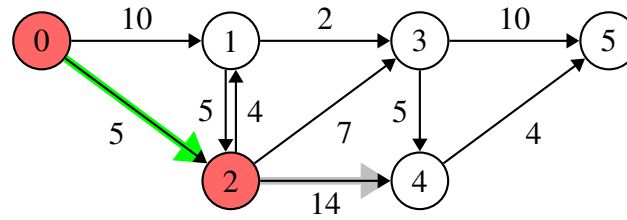


D:

0	1	2	3	4	5
0	9	5	12	∞	∞

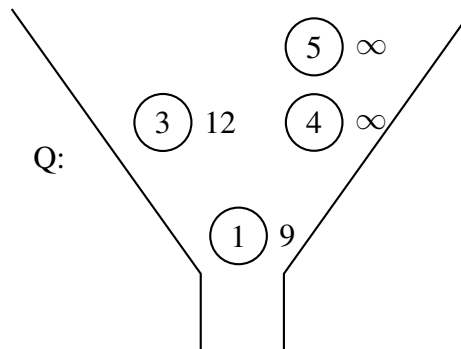


D = array of distances, Q = adjustable priority queue

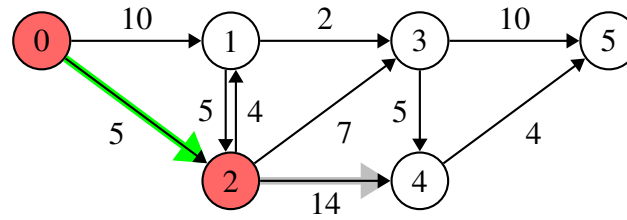


D:

0	1	2	3	4	5
0	9	5	12	∞	∞

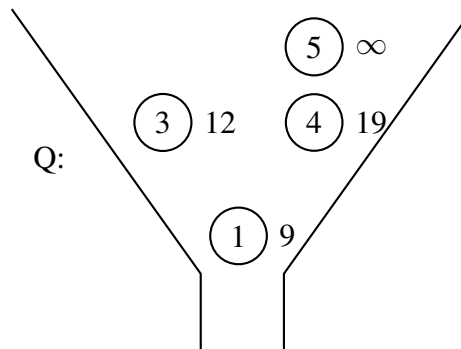


D = array of distances, Q = adjustable priority queue

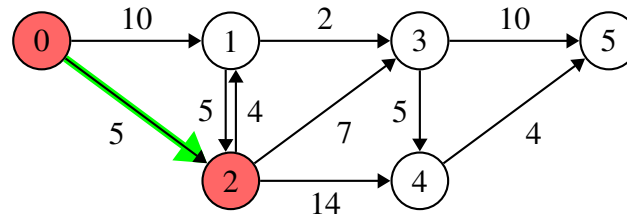


D:

0	1	2	3	4	5
0	9	5	12	19	∞

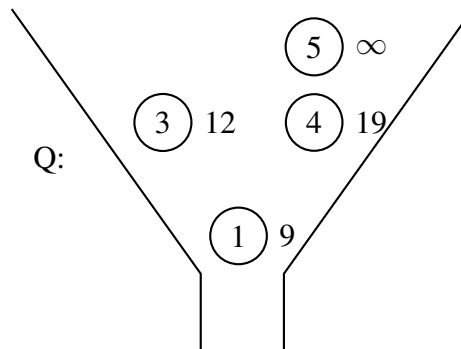


D = array of distances, Q = adjustable priority queue

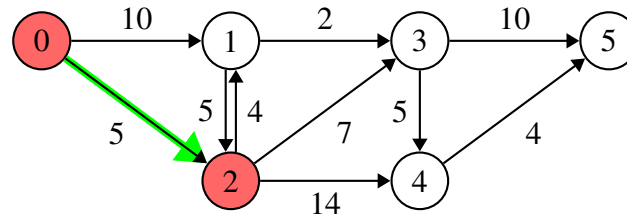


D:

0	1	2	3	4	5
0	9	5	12	19	∞

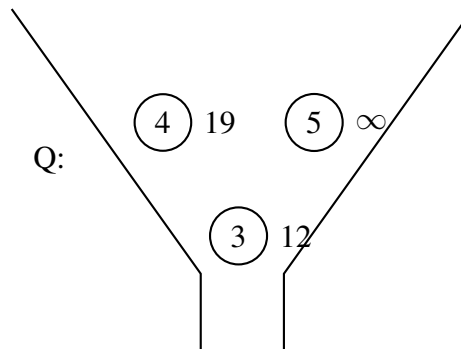


D = array of distances, Q = adjustable priority queue

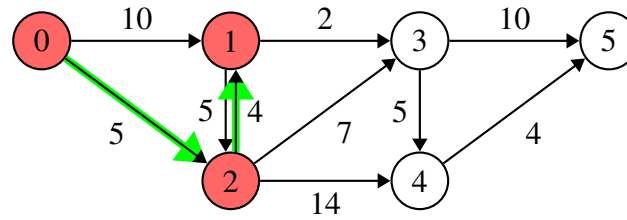


D:

0	1	2	3	4	5
0	9	5	12	19	∞

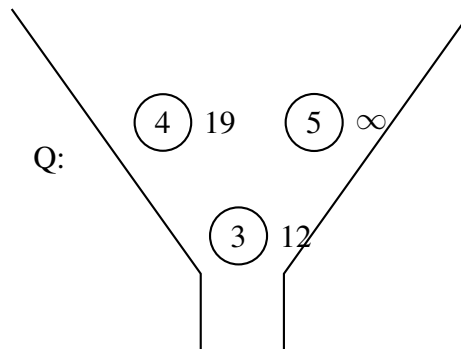


D = array of distances, Q = adjustable priority queue

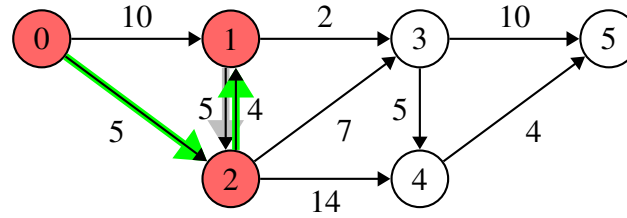


D:

0	1	2	3	4	5
0	9	5	12	19	∞

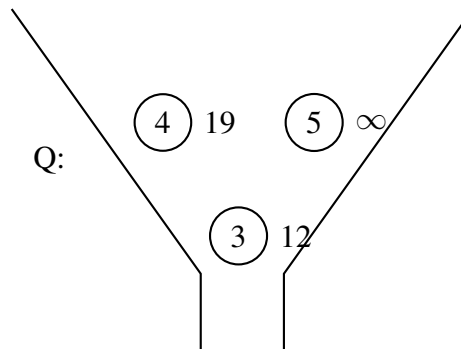


D = array of distances, Q = adjustable priority queue

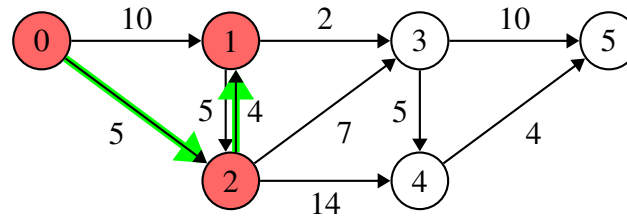


D:

0	1	2	3	4	5
0	9	5	12	19	∞

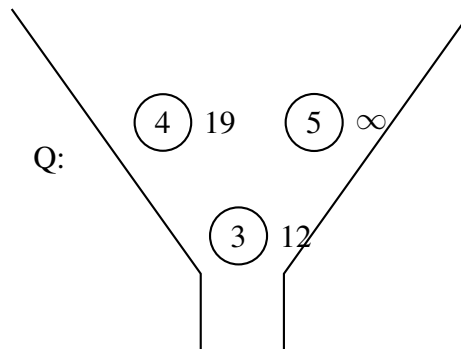


D = array of distances, Q = adjustable priority queue

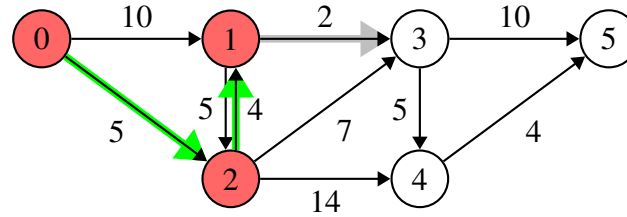


D:

0	1	2	3	4	5
0	9	5	12	19	∞

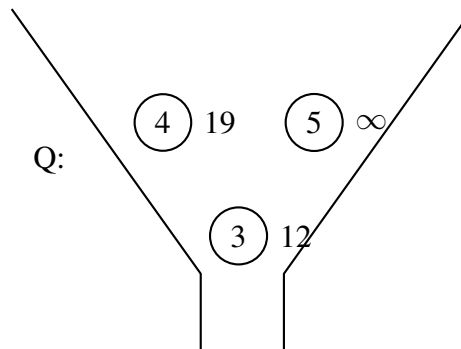


D = array of distances, Q = adjustable priority queue

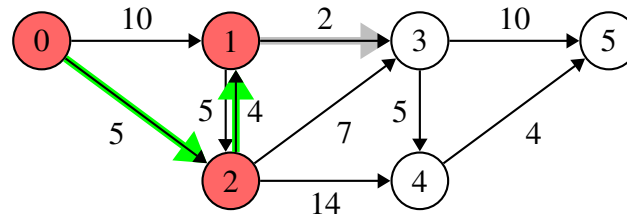


D:

0	1	2	3	4	5
0	9	5	12	19	∞

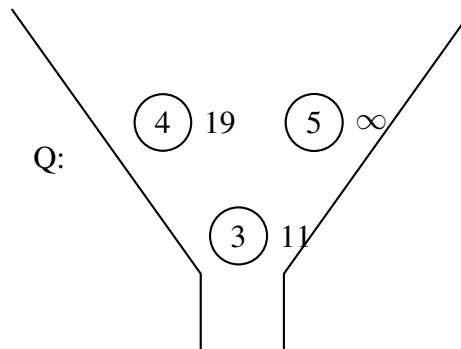


D = array of distances, Q = adjustable priority queue

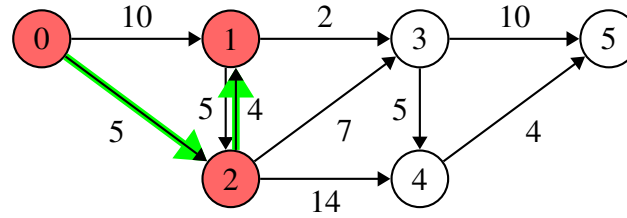


D:

0	1	2	3	4	5
0	9	5	11	19	∞

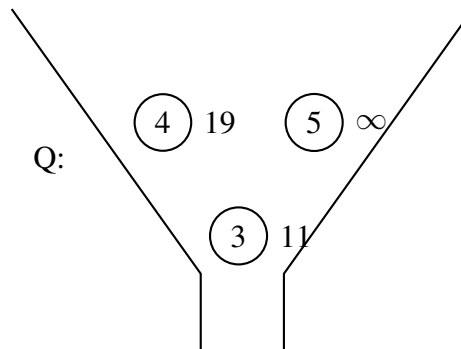


D = array of distances, Q = adjustable priority queue

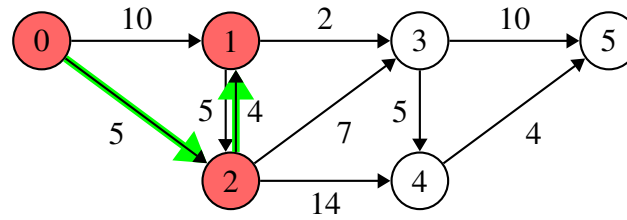


D:

0	1	2	3	4	5
0	9	5	11	19	∞

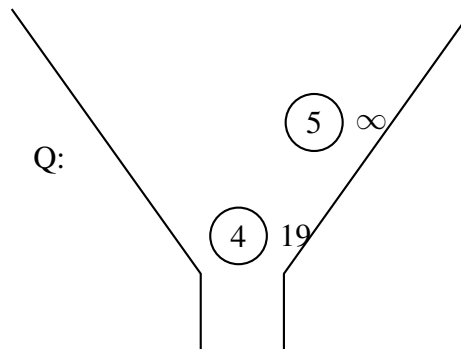


D = array of distances, Q = adjustable priority queue

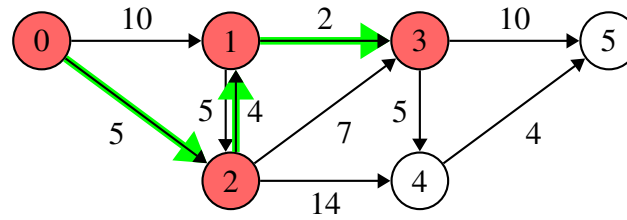


D:

0	1	2	3	4	5
0	9	5	11	19	∞

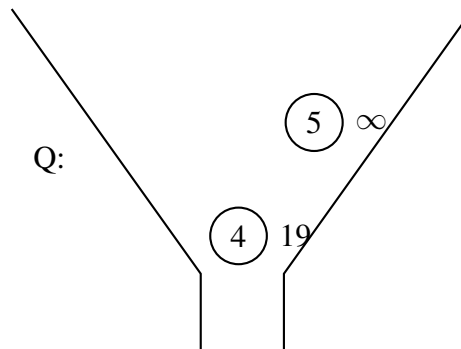


D = array of distances, Q = adjustable priority queue

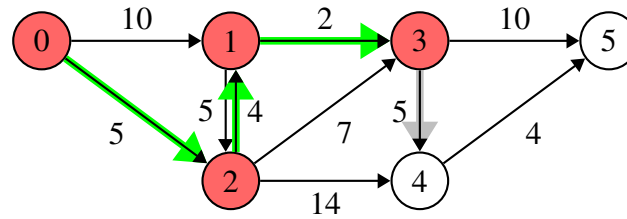


D:

0	1	2	3	4	5
0	9	5	11	19	∞

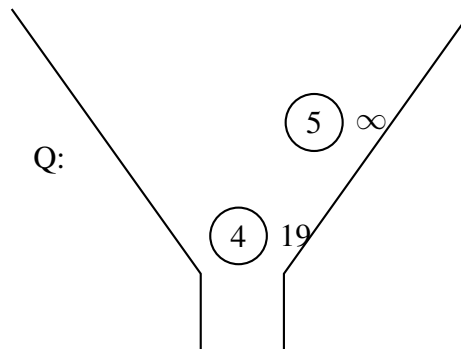


D = array of distances, Q = adjustable priority queue

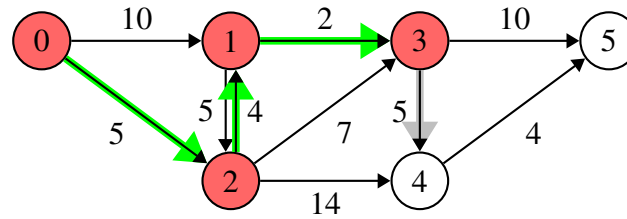


D:

0	1	2	3	4	5
0	9	5	11	19	∞

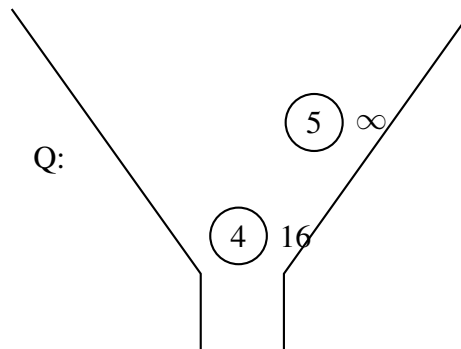


D = array of distances, Q = adjustable priority queue

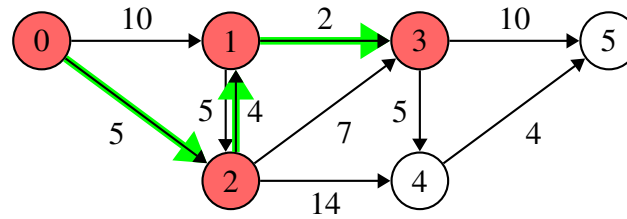


D:

0	1	2	3	4	5
0	9	5	11	16	∞

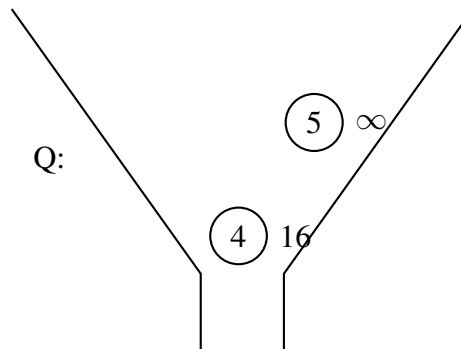


D = array of distances, Q = adjustable priority queue

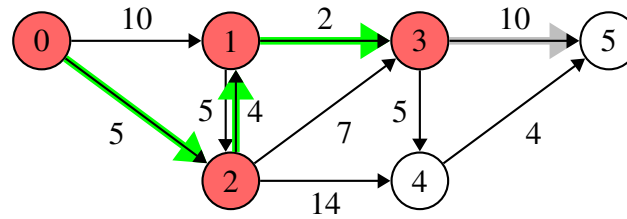


D:

0	1	2	3	4	5
0	9	5	11	16	∞

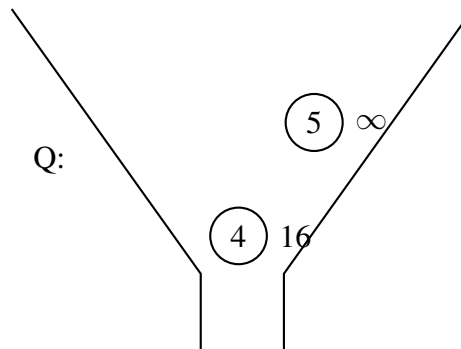


D = array of distances, Q = adjustable priority queue

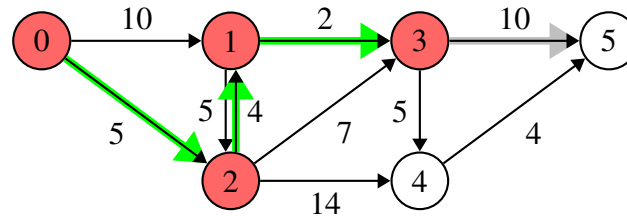


D:

0	1	2	3	4	5
0	9	5	11	16	∞

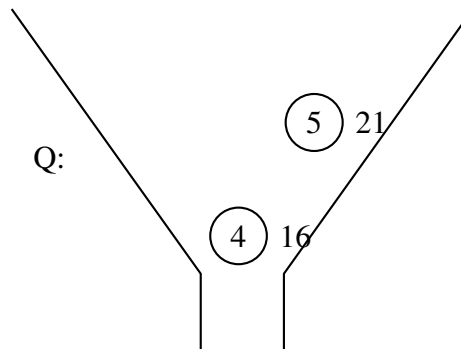


D = array of distances, Q = adjustable priority queue

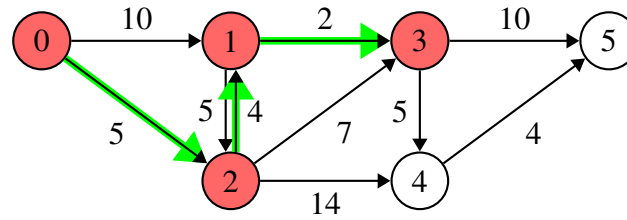


D:

0	1	2	3	4	5
0	9	5	11	16	21

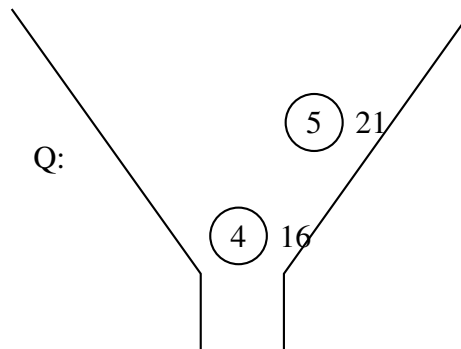


D = array of distances, Q = adjustable priority queue

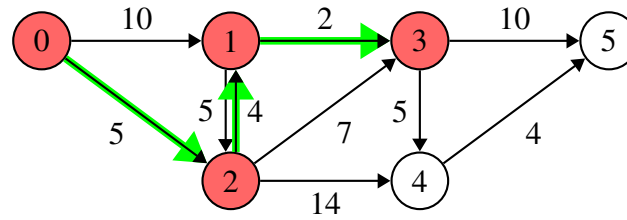


D:

0	1	2	3	4	5
0	9	5	11	16	21

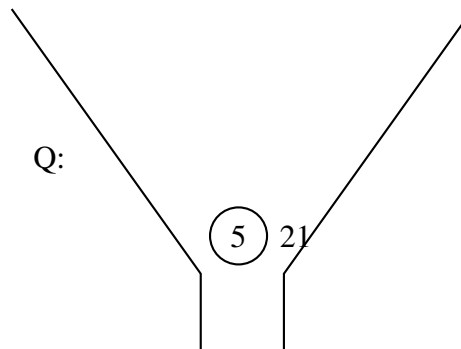


D = array of distances, Q = adjustable priority queue

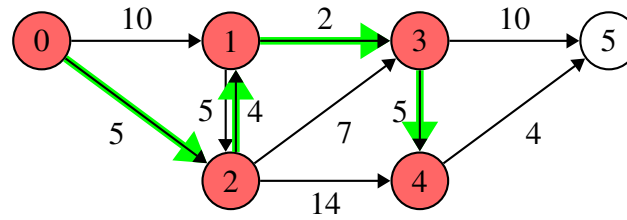


D:

0	1	2	3	4	5
0	9	5	11	16	21

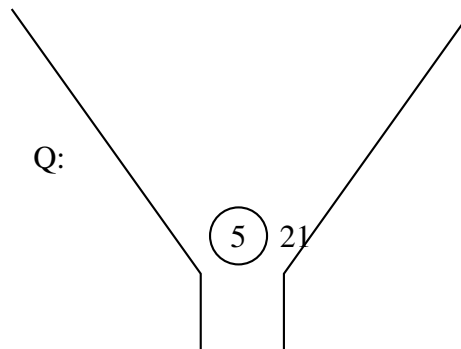


D = array of distances, Q = adjustable priority queue

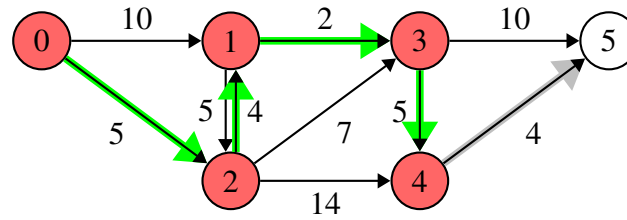


D:

0	1	2	3	4	5
0	9	5	11	16	21

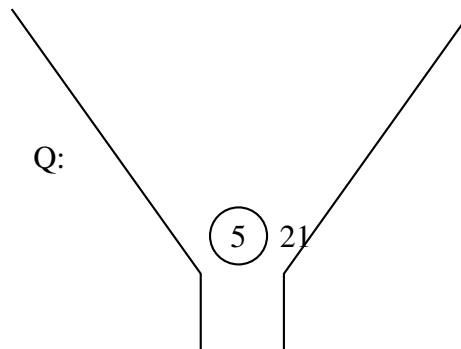


D = array of distances, Q = adjustable priority queue

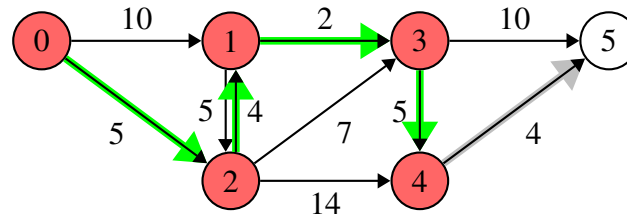


D:

0	1	2	3	4	5
0	9	5	11	16	21

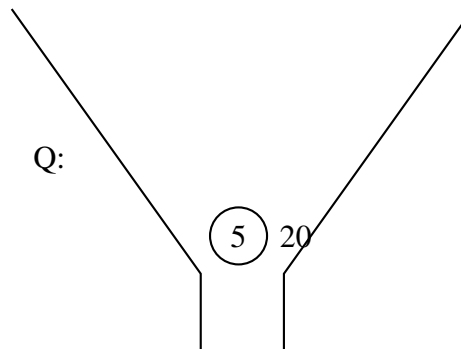


D = array of distances, Q = adjustable priority queue

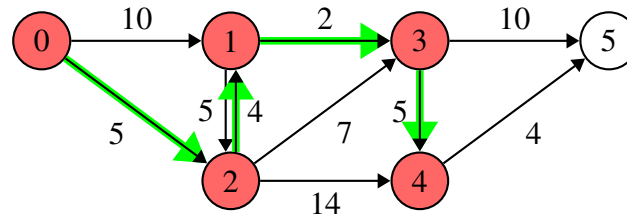


D:

0	1	2	3	4	5
0	9	5	11	16	20

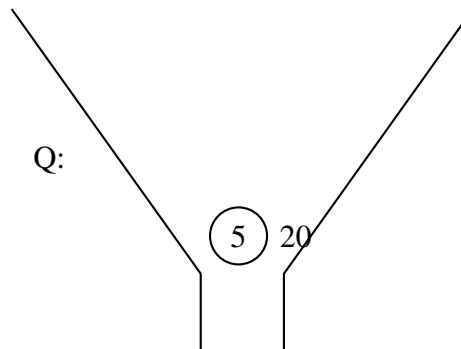


D = array of distances, Q = adjustable priority queue

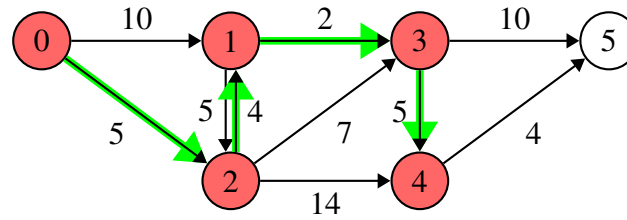


D:

0	1	2	3	4	5
0	9	5	11	16	20

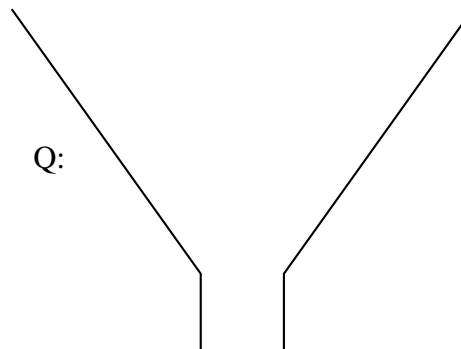


D = array of distances, Q = adjustable priority queue

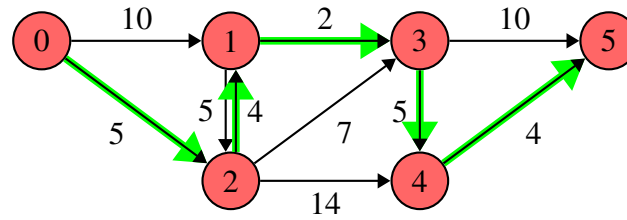


D:

0	1	2	3	4	5
0	9	5	11	16	20

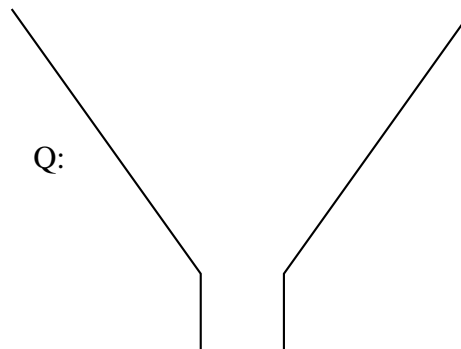


D = array of distances, Q = adjustable priority queue

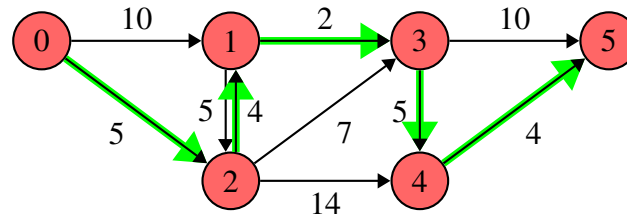


D:

0	1	2	3	4	5
0	9	5	11	16	20

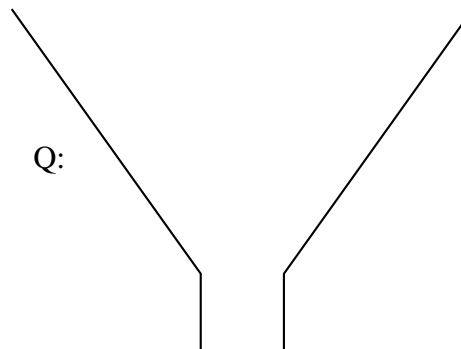


D = array of distances, Q = adjustable priority queue

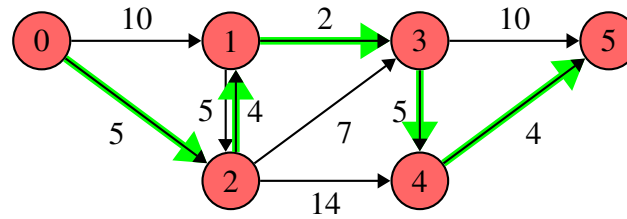


D:

0	1	2	3	4	5
0	9	5	11	16	20

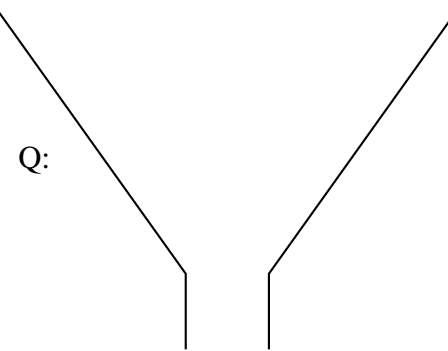


Priority queue is empty => algorithm ended.



D:

0	1	2	3	4	5
0	9	5	11	16	20



Priority queue is empty => algorithm ended.