Shipping manifest:
-This document
-src.zip
-France.txt
-France.cpp
-Printer.cpp
-Printer.h
User Manual:
Windows:
Open src in Microsoft Visual studio with C++ installed through VS installer
Run program: Ctrl + F5 or Debug > Start Without Debugging menu
Debug program: F5 or Debug > Start Debugging menu
Enter start location and end destination.
Linux:
Mingw compile:
g++ -o outputfile France.cpp Printer.h
Run program:
./outputfile.out
Enter start location and end destination
Limitations / Problems / Fun encountered
As you may have figured out by the inclusion of compile instructions for windows, I have decided to

simply use entirely visual studio, because I recently updated my home towers GPU and some internals and am now also using PCIE drive. In that process I accidently bricked my VMware, and figured I would

give visual studio C++ a go. As much as I know this probably is not your opinion, I find VS more

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convenient for the time being. However, I also wanted to do my due diligence, as I know you are a passionate Linux user, so I did a bit of reading on cross compiling. I had to fight a bit with visual studio wanting to make pre-compiled headers, but I eventually got rid of those and I asked Erich to help me test it on Linux with my src. He used Mingw and got the same output as I did, so hopefully everything turns out okay. If you have any problems compiling, please let me know. Limitations wise, I didn't end up having time to make the program stay open and run more then once. I also only work off of user input, so that isn't the best.

UML:

```
- fileName : string
- _cities : set< string >
- _distance : map< string, map < string , double > >
- _predecessor : map< string, map < string , string > >
- infini : double
+ Printer( : const string&) «constructor»
+ ~ Printer() «destructor»
+ readData(in : istream&)
+ printDistance()
+ printPath()
+ path()
+ run()
```