Project 4 Changes

I had to change my plan significantly. First, I realized that the way that I had planned to setup the graph was too involved, so I changed it to only take in the edges because the edges are all that are necessary to create the graph. Second, I didn’t take into account that I would need to be able to check if the vertex had been visited before, so I added a variable called visited: Boolean. I also added a variable called layoverTime that is added to the traversal of a vertex. This takes care of the 30-minute time addition for visiting an airport. I used the same API for both problems, because there the only difference is that the layover time is 30 for the airport and 0 for degrees of separation. Also, for the degrees of separation problem, every edge has the same weight, 1.