# Function Description

**Function Name:** getTruckDistances2

**Parameter List:**

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| Parameter Name | Type | Description |
| double arr[][2] | Array of doubles | This array represents the 3 trucks and their distances from the destination. Each row contains identifiers for the truck’s closest point from the destination and the truck’s colour. |
| struct Fleet \*current | Pointer to struct | This struct nests the structs for each truck. It is used to access each truck’s route to calculate their distances from the destination. |
| struct Point destination | struct | The struct represents the order’s destination. It represents the row-column position of a square on the map. |
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**Returns:** The function is void; It has no return value.

**Description:** This function calculates the distances between the order’s destination point and the closest points on the routes of each truck. Then, it sorts the distances in ascending order along with corresponding truck colour codes.

To calculate the distances of each truck, the function first retrieves the closest point of each truck by calling getClosestPoint(). Then it calculates the distance from the destination of each truck by calling distance(), with the values returned from getClosestPoint() and “destination” as arguments.

Afterward, it populates the “arr” array with the trucks’ distances and corresponding colour codes and sorts the distances in the array.