**Technical overview (structured)**

**Main**

(Entry point)

(Header, source)

Interface Stuff

**Main Interface**

(Header only)

Linked List Stuff

**Main Structure**

(Header only)

Priority Queue Stuff

**Database**

(Header, source)

**Linker**

(Header, source)

**Pop Queue**

(Header, source)

**Add Edge** (Header, source)

**Calculate All Distance**

(Header, source)

**Free Edges** (Header, source)

**Set Distance**

(Header, source)

**Ordering Path** (Header, source)

Dijkstra Algorithm Stuff

1. Main - define entry point for program
2. Main Interface - define Interface for program
3. Linker - connect interface, main structure algorithm
4. Database - initialize all of edges and nods
5. Main structure - define all variables, definitions, structures
6. Add edge - add new edges between nodes
7. Free edges - free all edges after viewing result
8. Pop queue - popping priority queue items
9. Set distance - set distance for current node
10. Calculate All Distance - calculate sum of all edges in path
11. Ordering path - ordering path to preview in interface