Create UG Transportation

Algorithm Steps

**Step 1**: Make sure all nodes are marked as unvisited.

**Step2**: All the nodes must be initialized with the "infinite" (a big number) distance. The initialization value for the starting node must be zero.

**Step 3**: Set the current node to the initial node.

**Step4**: Analyze all the current node's neighbors who haven't been visited yet, and compute their distances by adding the edge's weight, which establishes the connection between the current node and neighbor node, to the current node's distance.

**Step5**: Now, compare the recently computed distance to the distance allotted to the surrounding node, and treat the result as the neighboring node's current distance.

**Step6**: The current node's surrounding neighbors who have not been visited are then assessed, and the current nodes are marked as visited.

**Step7**: The procedure is complete when the ending node is marked as visited; otherwise,

**Step8**: Choose the unvisited node with the shortest distance and treat it as the new current node. After that, go back to step 4 and repeat the process.

Extra Functions

Check for the existence of a location

Main function to take inputs and process them

Print locations