```
function path=path_to_end_node(graph, startn, endn)
stop loop=0;
n=0;
while stop_loop~=1
    n=n+1;
    tmp=shortestpath(graph, startn, endn);
    ID=findedge(graph, tmp(1:end-1), tmp(2:end));
    if n \sim = 1
        if length(tmp) ==length(path{n-1,1})
            if tmp==path\{n-1,1\}
                 stop loop=1;
            else
                 path{n,1}=tmp;
                 graph.Edges.Weight(ID)=100;
            end
        else
            path{n,1}=tmp;
            graph.Edges.Weight(ID)=100;
        end
    else
        path{n,1}=tmp;
        graph.Edges.Weight(ID)=100;
    end
    clear tmp ID;
end
```