

The Mini **وصلني** Application helps navigate between cities by finding the shortest path. It saves them time and effort.

Functionalities:

1. Graph Management:

- Add New City: Users can add a new city to the graph along with the distances from existing cities.
- Delete City: Cities can be removed from the graph, along with all associated edges
- Add edge (road): adding an edge and weight between two cities
- Remove edge (road): removing an edge between two cities
- Display Graph Data: The application will show the graph's data, including cities and roads between them, showing the edges' weight.

2. Shortest Path Calculation:

- Determine Shortest Path: Given a source and destination city, the application will calculate the shortest path between them.
- Display Shortest Path: The path between the two cities will be highlighted

3. Algorithm

- Dijkstra's Algorithm: The application will utilize Dijkstra's Algorithm to find the shortest path between cities efficiently.

4. Persistence and Continuity:

- Save/Load Data: Graph data will be saved to a file, allowing users to close the application and resume work later without losing progress.

5. GUI

- The GUI will be implemented using QT