**Generate\_Routes**

private ArrayList \_GenerateRoutes(string[] XMLArray, string VehicleType, string VehicleName, string StopFair, bool TwoWay)

{

(1)ArrayList BusStopsNodes = new ArrayList();

for ( (2)int i = 6; (3)i < XMLArray.Length - 4; (6)i = i + 5)

{

(4) string NodeXML = XMLArray[i] + "\n"

+ XMLArray[i + 1] + "\n"

+ XMLArray[i + 2] + "\n"

+ XMLArray[i + 3] + "\n"

+ XMLArray[i + 4] + "\n";

(5)BusStopsNodes.Add(NodeXML);

}

(7)ArrayList ListOfRoutes = new ArrayList();

(8)ListOfRoutes.AddRange(\_GenerateForwardRoutesXML(BusStopsNodes, VehicleType, VehicleName, StopFair));

(9) if (TwoWay)

{

(10) ListOfRoutes.AddRange(\_GenerateBackwardRoutesXML(BusStopsNodes, VehicleType, VehicleName, StopFair));

}

(11)return ListOfRoutes;

}



**Graph Notation**

***CYCLOMETIC***

**Paths:**