1)

	0	1	2	3	4	5
0	0	10 0 10 30 0	0	0	15	5
1	10	0	10	30	0	0
2	0	10	0	12	5	0
3	0	30	12	0	0	20
4	15	0	5	0	0	0
5	5	0	0	20	0	0

3)

```
Threads & Variables
                  Console
                           E GDB Memory View C □ □ □ □ □ △ ±
    "D:\_UoM 2020\Semester 4\DSA\In Class Assignments\Week 12\cmake-build-debug\Week_12.exe"
    Shortest time from City 0 to City 1: 10 units
    Shortest time from City 0 to City 2: 20 units
    Shortest time from City 0 to City 3: 25 units
    Shortest time from City 0 to City 4: 15 units
Shortest time from City 0 to City 5: 5 units
⑪
    Shortest time from City 1 to City 0: 10 units
    Shortest time from City 1 to City 3: 30 units
    Shortest time from City 1 to City 4: 25 units
    Shortest time from City 1 to City 5: 15 units
    Shortest time from City 2 to City 0: 20 units
    Shortest time from City 2 to City 1: 10 units
    Shortest time from City 2 to City 3: 12 units
    Shortest time from City 2 to City 4: 5 units
    Shortest time from City 2 to City 5: 25 units
    Shortest time from City 3 to City 0: 25 units
    Shortest time from City 3 to City 1: 22 units
    Shortest time from City 3 to City 2: 12 units
    Shortest time from City 3 to City 4: 17 units
    Shortest time from City 3 to City 5: 20 units
```

```
Shortest time from City 4 to City 0: 15 units
Shortest time from City 4 to City 1: 15 units
Shortest time from City 4 to City 2: 5 units
Shortest time from City 4 to City 3: 17 units
Shortest time from City 4 to City 5: 20 units

Shortest time from City 5 to City 0: 5 units
Shortest time from City 5 to City 1: 15 units
Shortest time from City 5 to City 2: 25 units
Shortest time from City 5 to City 3: 20 units
Shortest time from City 5 to City 4: 20 units
Shortest time from City 5 to City 4: 20 units
```

4)

```
Average times from each source city to other cities:

City 0: 15 units
City 1: 22 units
City 2: 14 units
City 3: 19 units
City 4: 14 units
City 5: 17 units

City 5: 17 units

City/Cities with the smallest average time: 2 4

Process finished with exit code 0

Week 12 > Commain.cpp
```