Running this program with “-i”

main -i

will bring you to the interactive testing environment.

1. In this mode first you need to select option 1 and type the name of the input file. (gameofcatz)
2. Under the option two, you can do 4 node operations.
   1. find – need to enter to enter the node that you want to find. Then you get the relevant value of that node as the output.
   2. insert – need to enter the node and value. This will insert a new node to your list. Make sure the inserting node is a new node.
   3. delete – need to enter the node and value. Then this value will remove from you list. Make sure it is a node that already doesn’t exist. Else program will ignore that.
3. Edge operations
   1. find – need to enter both nodes. Then this will give you the weight of that edge. Make sure the edge is preexisting one.
   2. add – need to enter both nodes and the weight code, that wants to add.
   3. delete – need to enter both nodes, that wants to delete.
4. parameter tweaks –

main -s fileName

This is the simulation mode, and user gets all the possible paths to the target. Those paths display incremental order.