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Task 04

- implemented dijkstra to calculate shortest path from source.
- in dijkstra initialized distance, parents & colors to keep track
- while heap != empty → pops node with smallest distance from heap
- checks adjacent nodes and calculates new dist.
- when current node's work is done its colored black.

Task 02

- Imported to priority heapQueue
- Used Dijkstra to find shortest path.
- priority Queue helped to exploration.
- After graph was built from both sides Bob's Alice's Diajkstra was implemented.
- Handled 'impossible' case. = no valid meeting point.

Task 03

- Minimum danger path was found by implementing -Dijkstra.
- Initialized a graph to store
- Used priority heapQueue for exploration and store