In this assignment we had to learn how to implement the graph interface as well as use a graph to maintain a network of vertices and implement the shortest path algorithm. The town and road classes both took a long time, but I was able to complete them. The TownGraph and TownGraphManager were extremely hard but it was complete, and the project was done. The problem was I didn’t have time to make the Junit tests to make sure everything was correct due to time restraints so for next class I will just have to start earlier.