

Program 4 Summary

This program was the hardest to understand conceptually. With the introduction of maps, I did not know what I was going to get into. At first, I searched through every member function of the map so that I know which ones to use. Turns out, I hardly had to use them at all. I found the main purpose of the program relying solely on the edge*. This made things easier to program since I knew how to program graphs based on lab 9. The only thing I missed in the instructions was the destination node (It wasn't a node but rather a string). This initial mistake made my program more complicated than it needed to be. After the mistake, I revised my work and the output is what I expected.