

// with > is marked the user's input

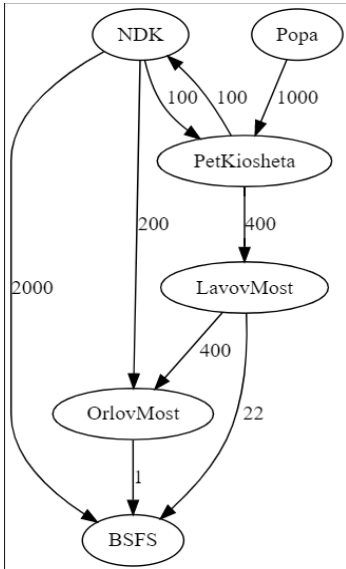
> openMap map.txt Popa

* You have successfully provided the needed information. *

> draw graph.dot

* The graph was successfully drawn. To see open tree.dot. *

/*



*/

> location

* Current location: Popa *

> neighbours

* The neighbours of Popa are: *

<> PetKiosheta

> change NDK

* The current location was successfully set to NDK *

> location

* Current location: NDK *

> neighbours

* The neighbours of NDK are: *

<> BSFS

<> OrlovMost

<> PetKiosheta

> move Popa

* There is no path from NDK to Popa. *

> location

* Current location: NDK *

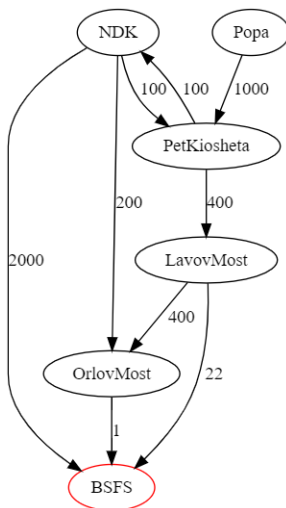
> close BSFS

* BSFS was successfully closed. *

> draw graph.dot

* The graph was successfully drawn. To see open graph.dot. *

/*



*/

> move LavovMost

* The path from NDK to LavovMost is: *

<> NDK -> PetKiosheta -> LavovMost

> location

* Current location: LavovMost *

> move BSFS

* There is no path from LavovMost to BSFS. *

> open BSFS

* BSFS was successfully opened. *

> move BSFS

* The path from LavovMost to BSFS is: *

<> LavovMost -> BSFS

> closed

* The closed junctions are: *

<> There are no closed junctions.

> deadEnds

* The dead end streets are: *

<> LavovMost -> BSFS

<> NDK -> BSFS

<> OrlovMost -> BSFS

> change NDK

* The current location was successfully set to NDK *

> shortest BSFS

* The shortest paths are: *

<> NDK -> OrlovMost -> BSFS; Distance: 201

<> NDK -> PetKiosheta -> LavovMost -> BSFS; Distance: 522

<> NDK -> PetKiosheta -> LavovMost -> OrlovMost -> BSFS; Distance: 901

> close LavovMost

* LavovMost was successfully closed. *

> shortest BSFS

* The shortest paths are: *

<> NDK -> OrlovMost -> BSFS; Distance: 201

<> NDK -> BSFS; Distance: 2000

> change Popa

* The current location was successfully set to Popa *

> toAll

* There is not a path from Popa to all of the other junctions. *

> open LavovMost

* LavovMost was successfully opened. *

> toAll

* There is a path from Popa to all of the other junctions. *

> tour

* You cannot make a full Eulerian circuit starting from Popa. *

> change NDK

* The current location was successfully set to NDK *

> partialTour

* You can tour a part of the city and go back to where you started by following this route: *

<> NDK -> PetKiosheta -> NDK

> exit

* Exiting... *