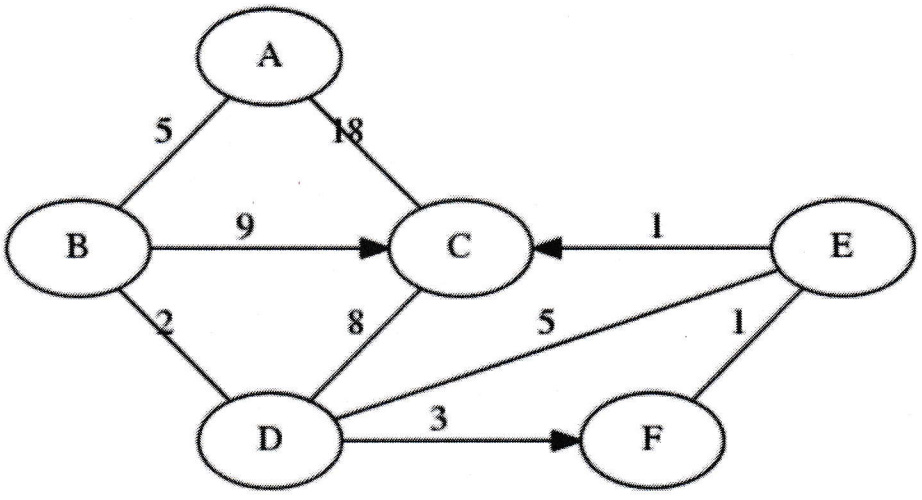
10. [10] Dijkstra's Algorithm. Use Dijkstra's Algorithm to determine the shortest path starting at **A**. Note that edges without heads are bi-directional. To save time, you do not have to add items to the "priority queue" column after it has been discovered (listed in the "distance" column). Use the table below to show your work.

What's the shortest route (by weight) from A to C? A→B→D→F→E→C



Node: Distance	Priority Queue
A: 0	B-5, C-18
B: 5	D-7, C-14
D: 7	F-10, E-12, C-15
F: 10	E-11
E: 11	C-12
C: 12	