// form Coordinate class storing X and Y coordinates.

class Coordinate (double x, double Y, Boolean isCannon) {

public Coordinate(x,y) {

//constructor

}

//getters

}

class infoPerEdge (CoordinateX, CoordinateY, timetaken) {

public infoPerEdge(x,y,t) {

//constructor

}

//getters

}

Read initial coordinates, store in ArrayList<Coordinates> with Boolean isCannon.

//Initialise empty edgeList of (infoPerEdge)

for (int i = 0; i < coordinates.size()\*coordinate.size()-inputs+2; i++) {

ArrayList <infoPerEdge> info = new ArrayList <infoPerEdge>();

edgeList.add(info); // store blank first

}

For coordinate1 in coordinates:

For coordinate2 in coordinates:

if (coordinate1!=coordinate2) {

distance = Math.hypot(coordinate1.x-coordinate2.x, coordinate1.y-coordinate2.y )

time1 = distance/5;

time2 = 100000000;

if coordinate1.isCannon = true:

time2 = 2 + (Math.abs(distance-50) / 5)

edjList.add(new infoPerEdge(cooridnate1,coordinate2,min(tim e1,time2)))

//perform Bellman Ford here

}