

# Running Times in Seconds

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The Map	BFS Algorithm(s)	Dijkstra's Algorithm(s)
map01	4	4
map02	4	4
map03	2	3
map04	5	5
map05	2	3
map06	2	2
map07	3	3
map08	2	2
map09	2	3
map10	1	1
pisa	15	19
tokyo	22	22
triumph	19	21
vatican	44	57