```
create an empty stack, call it pathStack
create an empty array of N elements, call it visitedCities // N
== # of cities
//assume start city is city 0
set city 0 as visited in visitedCities array
push city 0 to pathStack
set closestCity to 0
set minFlag to false
Output start city

while pathStack is not empty do
     set currentCity with top value of pathStack
     set min to Integer.MAX_VALUE //minimum distance
     for all the remaining cities starting city 1 to N do
          if (distance from currentCity to city i is not 0 AND
city i is not visited)
               if (distance from currentCity to city i is less
than min)
                    min = distance from currentCity to city i
                    closestCity = i
                    set minFlag to true
               endif
          endif
     endfor
     if(minflag)
          set closestCity in visitedCities as visited
          push closestCity to pathStack
          Output closestCity
          set minFlag to false
          continue
     endif
     pop the top element from pathStack
endwhile
```