1. Briefly describe how you constructed the path list in returnPath(). Which end of the list did you append edges to, and why?

   In the returnPath() method I started at the end of the path with the specified vertex. I then added that end vertex to the list called path. Then made the end vertex the vertex that was its predecessor for it to start the loop again. This ensures that the loop follows the correct direction back to the starting vertex. If the list started by adding the starting vertex, their would be multiple paths to chose from and may not end with the correct path.