Edges:
(0,2): 1
(0,3): 4
(1,0): 2
(1,3): 5
(2,1): 7
(2,4): 1
(3,2): 6
(4,0): 1
(4,1): 6
(4,3): 2

vertex_x, vertex_y	Initialisation		Iteration h=1		Iteration h=2		Iteration h=4	
	w	prev	w(z)	prev	w(z)	prev	w(z)	prev
0 , 0	0	None	0	None	0	None	0	None
0 , 1	∞		8(0→2→1)	2	8	2	8	2
0 , 2	1	0	1	0	1	0	1	0
0 , 3	4	0	4	0	4	0	4	0
0 , 4	∞		2(0→2→4)	2	2(	2	2	2
1 , 0	2	1	2	~~None~~1	2	~~None~~1	2	~~None~~1
1 , 1	0	None	0	None	0	None	0	None
1 , 2	∞		3(1→0→2)	0	3	0	3	0
1 , 3	5	1	5	~~None~~1	5	~~None~~1	5	~~None~~1
1 , 4	∞		∞		4(1→0→2→4)	2	4	2
2 , 0	∞		2(2→5→0)	4	2(2→	~~None~~5 2		None 5
2 , 1	7	2	7	2	7	2	7	2
2 , 2	0	None	0	None	0	None	0	None
2 , 3	∞		3(2→5→3)	4	3	4	3	4
2 , 4	1	2	1	2	1	2	1	2
3 , 0	∞		∞		8(3→2→5→0)	4	8	~~None~~4
3 , 1	∞		13(3→2→1)	2	13	2	13	2
3 , 2	6	3	6	~~None~~3	6	~~None~~3	6	~~None~~3
3 , 3	0	None	0	None	0	None	0	None
3 , 4	∞		7(3→2→4)	2	7	2	7	2
4 , 0	1	4	1	~~None~~4	1	~~None~~4	1	~~None~~4
4 , 1	6	4	6	~~None~~4	6	~~None~~4	6	~~None~~4
4 , 2	∞		2(4→0→2)	0	2	0	2	0
4 , 3	2	4	2	~~None~~4	2	~~None~~4	2	~~None~~4
4 , 4	0	None	0	None	0	None	0	None

The minimum cost path from 1 to 2: [2, prev(1,2)=0, prev(1,0)=1]=[2,0,1]. reverse()=[1,0,2]
The cost of the minimum cost path is: $w[1,2]=3$
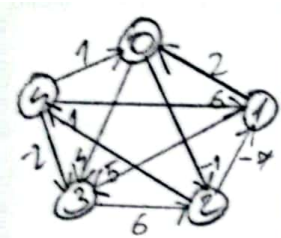
Edges:
(0,3): 4
(0,2): -1
(1,0): 2
(1,3): 5
(2,1): -7
(2,4): 1
(3,2): 6
(4,3): -2
(4,1): 6
(4,0): 1

Initialisation Iteration h=1 Iteration h=2

vertex_x, vertex_y	w	prev	w(z)	prev	w(z)	prev
0 , 0	0	None	0	None	-6(0→2→1→0)	1
0 , 1	∞		-8(0→2→1)	2		
0 , 2	-1	0	-1	0		
0 , 3	4	0	4	0		
0 , 4	∞		0(0→2→4)	2		
1 , 0	2	1	2	1		
1 , 1	0	None	0	None		
1 , 2	∞		1(1→2→2)	0		
1 , 3	5	1	5	1		
1 , 4	∞		∞			
2 , 0	∞		-5(2→1→0)	1		
2 , 1	-7	2	-7	2		
2 , 2	0	None	0	None		
2 , 3	∞		-2(2→1→3)	1		
2 , 4	1	2	1	2		
3 , 0	∞		∞			
3 , 1	∞		-1(3→2→1)	2		
3 , 2	6	3	6	3		
3 , 3	0	None	0	None		
3 , 4	∞		7(3→2→4)	2		
4 , 0	1	4	1	4		
4 , 1	6	4	6	4		
4 , 2	∞		0(4→0→2)	0		
4 , 3	-2	4	-2	4		
4 , 4	0	None	0	None		

In iteration h=2, w[0,0](Main Diagonal) < 0, meaning we have a negative cost cycle, so the algorithm stops and returns an error.