

Java version used for this program is 12.0.2
 GraphTest.java starts

-----7.txt-----

0	2	3	1	6	4	5
F	F	F	F	F	F	F
0.0	L	L	L	L	L	L
0	2	3	1	6	4	5

Working on Vertex: 0

0	2	3	1	6	4	5
T	F	F	F	F	F	F
0.0	5.0	3.0	14.0	L	L	L
0	0	0	0	6	4	5

Working on Vertex: 3

0	2	3	1	6	4	5
T	F	T	F	F	F	F
0.0	5.0	3.0	9.0	L	10.0	L
0	0	0	3	6	3	5

Working on Vertex: 2

0	2	3	1	6	4	5
T	T	T	F	F	F	F
0.0	5.0	3.0	9.0	L	8.0	7.0
0	0	0	3	6	2	2

Working on Vertex: 5

0	2	3	1	6	4	5
T	T	T	F	F	F	T
0.0	5.0	3.0	9.0	14.0	8.0	7.0
0	0	0	3	5	2	2

Working on Vertex: 4

0	2	3	1	6	4	5
T	T	T	F	F	T	T
0.0	5.0	3.0	9.0	13.0	8.0	7.0
0	0	0	3	4	2	2

Working on Vertex: 1

0	2	3	1	6	4	5
T	T	T	T	F	T	T
0.0	5.0	3.0	9.0	13.0	8.0	7.0
0	0	0	3	4	2	2

Working on Vertex: 6

0	2	3	1	6	4	5
T	T	T	T	T	T	T
0.0	5.0	3.0	9.0	13.0	8.0	7.0
0	0	0	3	4	2	2

The best way to go from 0 to city 2 is follows

0 -> 2 Cost = 5.0 = 5.0

The best way to go from 0 to city 3 is follows

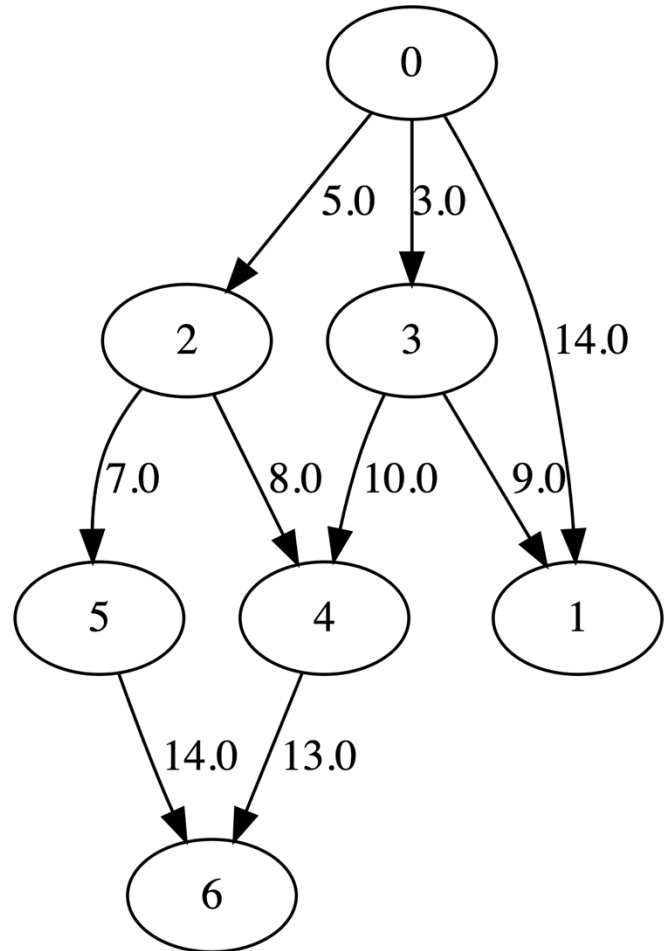
0 -> 3 Cost = 3.0 = 3.0

The best way to go from 0 to city 1 is follows

0 -> 3 -> 1 Cost = 3.0 + 6.0 = 9.0

The best way to go from 0 to city 6 is follows

0 -> 2 -> 4 -> 6 Cost = 5.0 + 3.0 + 5.0 = 13.0



The best way to go from 0 to city 4 is follows

0 -> 2 -> 4 Cost = 5.0 + 3.0 = 8.0

The best way to go from 0 to city 5 is follows

0 -> 2 -> 5 Cost = 5.0 + 2.0 = 7.0

WEIGHTED UNDIRECTED GRAPH

Num Vertices = 7

Num Edges = 12

Work done = 12

numberOfNodeAddedToHeap = 10

Shortest path from city 0 to city 6 = 13.0

-----17.txt-----

C	D	E	B	G	F	A
F	F	F	F	F	F	F
L	L	L	L	L	L	0.0
C	D	E	B	G	F	A

Working on Vertex: A

C	D	E	B	G	F	A
F	F	F	F	F	F	T
3.0	L	L	1.0	L	10.0	0.0
A	D	E	A	G	A	A

Working on Vertex: B

C	D	E	B	G	F	A
F	F	F	T	F	F	T
2.0	8.0	6.0	1.0	3.0	10.0	0.0
B	B	B	A	B	A	A

Working on Vertex: C

C	D	E	B	G	F	A
T	F	F	T	F	F	T
2.0	8.0	5.0	1.0	3.0	10.0	0.0
B	B	C	A	B	A	A

Working on Vertex: G

C	D	E	B	G	F	A
T	F	F	T	T	F	T
2.0	8.0	5.0	1.0	3.0	10.0	0.0
B	B	C	A	B	A	A

Working on Vertex: E

C	D	E	B	G	F	A
T	F	T	T	T	F	T
2.0	7.0	5.0	1.0	3.0	7.0	0.0
B	E	C	A	B	E	A

Working on Vertex: D

C	D	E	B	G	F	A
T	T	T	T	T	F	T
2.0	7.0	5.0	1.0	3.0	7.0	0.0
B	E	C	A	B	E	A

Working on Vertex: F

C	D	E	B	G	F	A
T	T	T	T	T	T	T
2.0	7.0	5.0	1.0	3.0	7.0	0.0
B	E	C	A	B	E	A

The best way to go from A to city C is follows
A → B → C Cost = 1.0 + 1.0 = 2.0
The best way to go from A to city D is follows
A → B → C → E → D Cost = 1.0 + 1.0 + 3.0 + 2.0 = 7.0
The best way to go from A to city E is follows
A → B → C → E Cost = 1.0 + 1.0 + 3.0 = 5.0
The best way to go from A to city B is follows
A → B Cost = 1.0 = 1.0
The best way to go from A to city G is follows
A → B → G Cost = 1.0 + 2.0 = 3.0
The best way to go from A to city F is follows
A → B → C → E → F Cost = 1.0 + 1.0 + 3.0 + 2.0 = 7.0
WEIGHTED UNDIRECTED GRAPH
Num Vertices = 7
Num Edges = 26
Work done = 26
numberOfNodeAddedToHeap = 11
Shortest path from city A to city F = 7.0
GraphTest.java Ends
goggle: grapviz online

