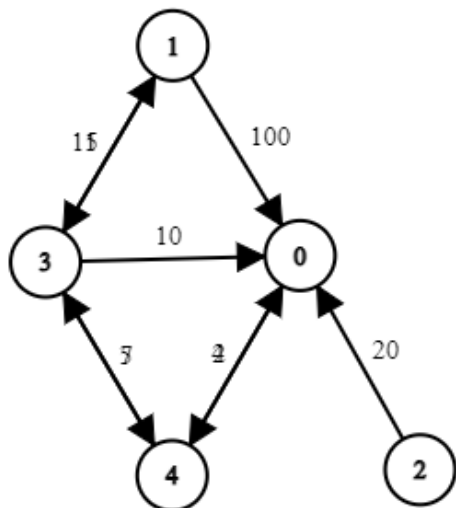Manual execution 1: There is a walk between source and target

source = 0

target = 3
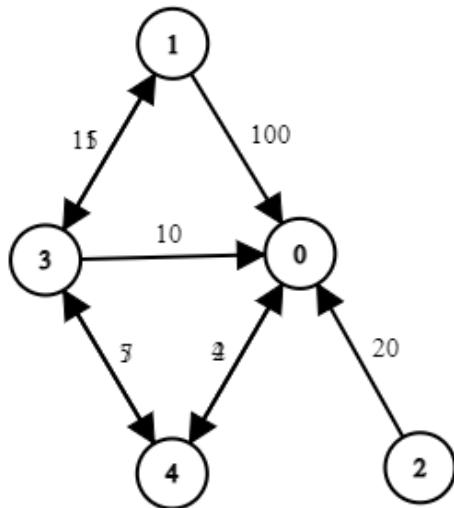
	Changed	Edge(x,y)	Dist_dictionary					Pred_dictionary				
initialization	true		**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
			0	oo	oo	oo	oo	0	-1	-1	-1	-1
Iteration 1	False False False True True True	(3,0) (1,3) (4,0) (0,4) (4,3) (3,1)	**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	4	-1	-1	-1	-1	0
			0	oo	oo	9	4	-1	-1	-1	4	0
			0	14	oo	9	4	-1	3	-1	4	0
Iteration 2	False		**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	oo	4	-1	-1	-1	-1	0
			0	oo	oo	9	4	-1	-1	-1	4	0
			0	14	oo	9	4	-1	3	-1	4	0

Min. cost walk from 0 to 3: dist[3] = 9 and it's built backwards from predecessor dictionary:

Target=3 => pred[3]=4 => pred[4]=0

Walk: 0,4,3

Manual execution 2: There is no walk between source and target

source = 4

target = 2

	Changed	Edge(x,y)	Dist_dictionary					Pred_dictionary				
initialization	true		**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
			0	oo	oo	oo	oo	0	-1	-1	-1	-1
Iteration 1	False	(4,0)										
	False	(4,3)										
	False	(4,0)	**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
	True	(0,4)	0	oo	oo	oo	oo	-1	-1	-1	-1	-1
	True	(4,3)	0	oo	oo	5	0	-1	-1	-1	4	-1
	True	(3,1)	0	10	oo	oo	oo	-1	3	-1	-1	-1
			2	oo	oo	oo	4	4	-1	-1	-1	0
Iteration 2	False		**0**	**1**	**2**	**3**	**4**	**0**	**1**	**2**	**3**	**4**
			0	oo	oo	oo	oo	-1	-1	-1	-1	-1
			0	oo	oo	5	0	-1	-1	-1	4	-1
			0	10	oo	oo	oo	-1	3	-1	-1	-1
			2	oo	oo	oo	4	4	-1	-1	-1	0

Min. cost walk from 4 to 2: dist[2] = 999999 => There is no walk possible from 4 to 2.