Dijkstra Algorithm

1. Mark all the nodes as not visited
2. Choose the starting node and mark it as visited
3. Choose a node with a least edge cost from the unmarked nodes and mark it as visited
4. Update the shortest distance if necessary

Topological Sort

Requirements:

* No loops
* Directed

1. Put the node with inDeg == 0 in the queue
2. Erase the node from the graph
3. Repeat until the graph is deleted