

Script started on Thu 02 Mar 2017 10:49:53 PM PST

```
]0;invainn@work:
~/cs302/PA03 [01;32minvainn@work [00m: [01;34m~/cs302/PA03 [00m$ make
make: Nothing to be done for 'all'.
]0;invainn@work:
~/cs302/PA03 [01;32minvainn@work [00m: [01;34m~/cs302/PA03 [00m$ ./main
Request is to fly from Los Angeles to Houston.
HPAir flies from Los Angeles to Houston.
```

Request is to fly from Glendale to Houston.
Sorry, HPAir does not serve Glendale.

Request is to fly from Dallas to Austin.
Sorry, HPAir does not serve Austin.

Request is to fly from Cleveland to Chicago.
HPAir flies from Cleveland to Chicago.

Request is to fly from Indianapolis to San Francisco.
HPAir flies from Indianapolis to San Francisco.

Request is to fly from San Francisco to Washington.
HPAir flies from San Francisco to Washington.

Request is to fly from Boston to Columbia.
HPAir flies from Boston to Columbia.

Request is to fly from Miami to Denver.
HPAir flies from Miami to Denver.

```
]0;invainn@work:
~/cs302/PA03 [01;32minvainn@work [00m: [01;34m~/cs302/PA03 [00m$ log
[K [K [K [Kcat log. [Kv2.txt
Finding path from Los Angeles to Houston
```

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

```
-----
Indianapolis
-----
```

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

```
-----
Los Angeles
-----
```

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

```
-----
Miami
```

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Houston

Found Path!

++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Found Path!

++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
Finding path from Los Angeles to Washington

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Found Path!

+++++
Finding path from San Francisco to Las Vegas

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Did not find path

+++++
Finding path from Los Angeles to Houston

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Houston

Found Path!

+++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Found Path!

+++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
Finding path from Los Angeles to Washington

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Found Path!

+++++
Finding path from San Francisco to Las Vegas

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Did not find path

+++++
Finding path from Los Angeles to Houston

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Houston

Found Path!

+++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Found Path!

+++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
Finding path from Los Angeles to Houston

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Houston

Found Path!

+++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Found Path!

+++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
Finding path from Los Angeles to Houston

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Houston

Found Path!

+++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Found Path!

+++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after popping (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
Finding path from Los Angeles to Houston

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Indianapolis

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

San Francisco

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Tampa

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Washington

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boise Chicago

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Houston Chicago

Found Path!

+++++
Finding path from Cleveland to Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Houston

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Glendale Houston

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Columbia Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Dallas Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denton Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denver Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Chicago Houston

Found Path!

+++++
Finding path from Indianapolis to San Francisco

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Miami Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

San Francisco Los Angeles

Found Path!

+++++
Finding path from San Francisco to Washington

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Indianapolis Los Angeles

Next City: Miami

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Miami Los Angeles

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Atlanta Miami

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Chicago Atlanta Miami

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denver Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Washington Los Angeles

Found Path!

+++++
Finding path from Boston to Columbia

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Chicago

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Atlanta Chicago

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Glendale Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Cleveland Houston

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Columbia Houston

Found Path!

+++++
Finding path from Miami to Denver

Next City: Los Angeles

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Los Angeles

Next City: Indianapolis

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Indianapolis Los Angeles

Next City: San Francisco

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

San Francisco Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Tampa

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Tampa Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: Washington

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Washington Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Los Angeles

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Miami

Next City: Atlanta

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Atlanta

Next City: Chicago

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Chicago Atlanta

Next City: Boise

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boise Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Boston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Boston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Chicago Atlanta

Next City: Houston

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Houston Chicago

Next City: Glendale

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Glendale Houston Chicago

Next City: Cleveland

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Cleveland Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Columbia

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Columbia Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Dallas

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Dallas Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denton

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denton Houston Chicago

Next City: NO_CITY

Cannot find unvisited city, popping cityStack...
Current cityStack after popping (top of the stack is left most)

Houston Chicago

Next City: Denver

Found unvisited city, pushing onto stack
Current cityStack after pushing (top of the stack is left most)

Denver Houston Chicago

Found Path!

+++++
]0;invainn@work:
~/cs302/PA03 [01;32minvainn@work [00m: [01;34m~/cs302/PA03 [00m\$ exit
exit

Script done on Thu 02 Mar 2017 10:50:12 PM PST