```
//=========================================================================
// Name       :Assignment #8
// Author     : Kendrick Kwok (912351666)
// Version    : Eclipse 3.8.1
// Date        :Graph 5/11/16
// Description :Graph of tree nodes. This was used to implement the algorithm
//              for shortest path
//=========================================================================
```
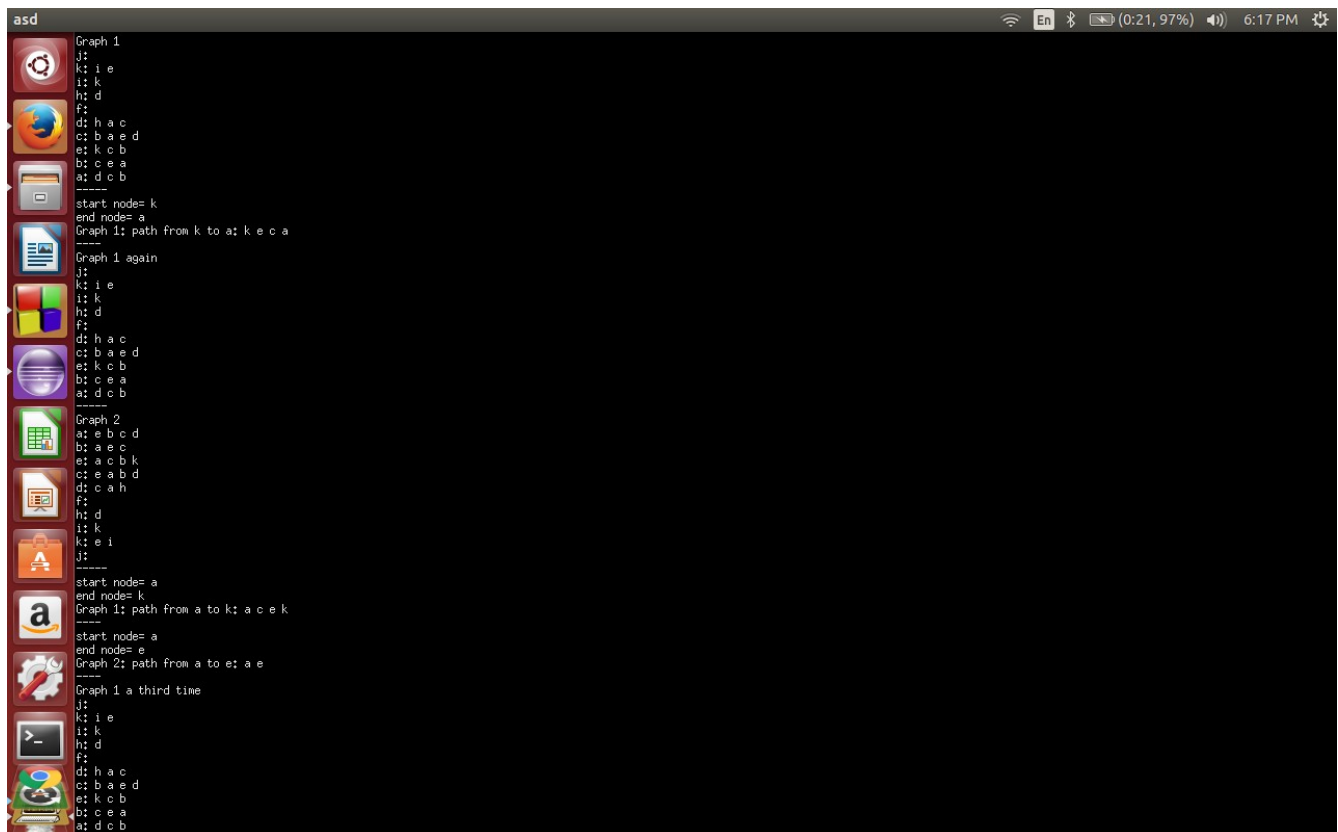
**\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*MODIFIED GRAPH.H\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\***
**SOME FUNCTIONS IN GRAPH.H WAS MODIFIED.**

Therefore, please use my graph.h file to compile.

A graph of tree nodes were given and we were to present an algorithm of the shortest path. I made a queue of vectors, and kept inserting vectors of lengths going from increasing order into the queue until I popped the vector and found the end node that I was looking for. Compile the program and you should see the following results. See below.

```
end node= k
Graph 1: path from a to k: a c e k
----
start node= a
end node= e
Graph 2: path from a to e: a e
----
Graph 1 a third time
j:
k: i e
i: k
h: d
f:
d: h a c
c: b a e d
e: k c b
b: c e a
a: d c b
-----
Graph 3
a: e b c d
b: a e c
e: a b c k
c: e a b d
d: a c h
f:
h: d
i: k
k: e i
j:
-----
start node= a
end node= e
Graph 1: path from a to e: a c e
----
start node= a
end node= e
Graph 3: path from a to e: a e
----
Graph kendrick
252: 52 23 125
125: 52 252
52: 252 51 125 24
51: 52 12
24: 52
46: 36
36: 46
42: 23
12: 51
23: 252 42
-----
start node= 24
end node= 125
Graph 1: path from 24 to 125: 24 52 125
----

Process returned 0 (0x0)   execution time : 0.009 s
Press ENTER to continue.
```