

## Model

Graph-Weighted. Construct w/  
-planet list of vertices  
-edge list of weighted edges  
Pilot-LinkedList. Construct w/ default. Populate w/ (use java base LinkedList)  
-Pilot pilot = new Pilot()  
-list.add(pilot)  
-pilot.getVertices().add(int)  
Pilot- members{double length, bool valid, list<int> vertices, String name, bool sortAlpha}  
functions{ String toString(),  
int compareTo(Pilot p),  
double getLength(int start, int end),  
void calculateLength(),  
getters, setters}

## View

InputFile – for a given file name, open, and return a stream of Strings, from file lines.  
-verifies that filepath is valid  
-can be opened and read from.  
OutputFile – for a given file name, open, and write(append) data to the file.  
-First open creates fresh file on init of class.  
-controller can write to file at anypoint.

## Controller – Single Class linear logic

-Create graph, pilot-LinkedList, inputfile, outputfile.  
-Open first input file “galaxy.txt” to populate graph.  
Generates a stream.forEach(Controller::populateEdges); //“str → populateEdges(str)”  
void populateEdges(String toSplit)  
-for each string.split(“ ”). split[0] is vertex name  
-each split after is an edge- vertName,weight  
create: getVert(split[0]).addedge(split[0],split[1,3,5],split[2,4,6]);  
i % 2 == 0 && i != 0 , i % 2 == 1 && i != 0 while i < split.length()  
-edges can be added without vertex being created initially.  
-Check for edges with no vertice references. (shouldn’t be needed. As file is “valid”)  
  
-Open second input file “pilot\_routes.txt” to populate pilot-list.  
-pilot add using existing name logic from prior project.  
-change tuple to simple integer to represent vertices.  
-Area logic is no longer needed will not be reused.  
-for each pilot try to calculate shortest path & length.  
double getLength(int start, int end)  
-get ShortestPathTree spt for the first vertice(start).  
-Add the length for spt.getCost(end)  
if it isnt infinite to length return double.  
If it is infinite path is not valid setValid(false) & return double.infinite.

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void calculateLength()
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    while(valid && pilot.vertices.hasNext())
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```
        length += getLength(current, current.getNext());
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    -Repeat cost calculate for each vertice in pilot. Summing the cost with length  
      each time.
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-store both validity and length in pilot object
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-stable sort (mergesort,block,cube,insetion) alphabeticly, then by length.
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    This will give a full list by length then alpha sorted.
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    Default java list calls for a comparator but has a stable mergesort by default.
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-for each in pilot list. pilot.toString into outputfile if pilot.isValidPath()
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```
-for each in pilot list. Pilot.toString into outputfile if not pilot.isValidPath()
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Main will contain creation of controller, filenames, cleanup(if any) and exception handling.