## Route # Graph< Location > \*

# Graph Locat

- # string mode
- # int source
  # int dest
- + Route(Graph< Location > \*map, string m, const
- int src, const int dt)
  + virtual ~Route()=default
- + virtual bool readFromFile (const string &filename)=0
- (ostream &outFile)=0
  + virtual void processRoute
   (ostream &outFile)=0

virtual void writeToFile

## 4

## RestrictedRoute

- + RestrictedRoute(Graph< Location > \*map)+ RestrictedRoute(Graph
  - < Location > \*map, string
    m, int src, int dt, vector
    < int > avoidN vector< pair</pre>
  - < int > avoidN, vector< pair < int, int > > avoidS, int inc)
- + bool readFromFile(const string &filename) override
  - + void writeToFile(ostream &outFile) override+ void calculateRoute()
- + void processRoute(ostream &outFile) override