Route # Graph< Location > * cityMap # string mode # int source # int dest + Route(Graph< Location > *map, string m, const int src, const int dt) + virtual ~Route()=default

(const string &filename)=0
+ virtual void writeToFile
(ostream &outFile)=0

+ virtual bool readFromFile

+ virtual void processRoute (ostream &outFile)=0

IndependentRoute

- + IndependentRoute(Graph< Location > *map)+ IndependentRoute(Graph
 - < Location > *map, string m, const int src, const int dt)
- + bool readFromFile(const string &filename) override
 - + void writeToFile(ostream &outFile) override
 + void calculateBestRoute()
- + void calculateAltRoute()
- + void processRoute(ostream &outFile) override