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

+ virtual bool readFromFile
  (const string &filename)=0

+ virtual void writeToFile
  (ostream &outFile)=0

+ virtual void processRoute
  (ostream &outFile)=0

EcoRoute

+ EcoRoute(Graph< Location
  > *map)

+ EcoRoute(Graph< Location
  > *map, string m, const
  int src, const int dt, const
  int mw, const vector< int >
  &avoidN, const vector< pair
  < int, int > > &avoidS)

+ bool readFromFile(const
  string &filename) override

+ void writeToFile(ostream
  &outFile) override

+ bool calculateRoute()

+ void calculateAproxSolution
  (ostream &outFile)

+ void processRoute(ostream
  &outFile) override