**INFORMATION AND INSTRUCTIONS:**

* In this project, Dijkstra algorithm is applied to find the shortest path between source and destination and have also estimated the probable cost of travelling as per the project inputs in C++ language along with the graphics.
* In order to know how Dijkstra algorithm works refer the link given below,

https://www.geeksforgeeks.org/greedy-algorithms-set-6-dijkstras-shortest-path-algorithm/

* This code will run in Codeblocks-EP with GCC compiler which have graphics library.
* Upon running up this code, 3 separate windows will open up.
  + Details of the project.
  + List of the cities in the map. In this window you need to enter your source and destination.
  + Graphical representation of map with all the cities listed.
* Once you have entered the source and destination, the third window will show the transition path. And upon reaching the destination you will see the total cost associated with the travel displayed on your second window.
* That's how it work.

Good luck!!