



## + loadTourFromFile(file : string) : Bool ComputeTourUtilTools + calculateDistance(Intersection i1, Intersection i2): double + isValidPoint(Long point, HashMap<Long, Boolean> visited, HashMap<String, DeliveryRequest> requests): boolean + calculateSegmentDistance(List<Long> segmentPath, Map map): double

+ calculateTravelTime(double distance): Duration

+ findClosestPoint(Long currentPoint, List<Long> candidates, Map map, HashMap<Long, Boolean> visited, HashMap<String, DeliveryRequest> requests): Long

+ findClosestPoint(Long currentPoint, List<Long> candidates, Map map, HashMap<Long, Boolean> visited, HashMap<String, DeliveryRequest> requests, HashMap<Pair<Long, Long>, List<Long>> shortestPaths): Long

+ scheduleOptimizedDeliveryRequests(TourRequest tourRequest, Map map): List<Long>

+ scheduleOptimizedDeliveryRequests(TourRequest tourRequest, Map map, HashMap<Pair<Long, Long>, List<Long>> shortestPaths): List<Long>

+ filterMapByZone(Map originalMap, Intersection center, double radius): Map

+ computeShortestPathsFromSourceWithPaths(Long sourceId, Map map): HashMap<Long, PathResult>

+ computeAllShortestPathsWithPaths(Map map): HashMap<Pair<Long, Long>, List<Long>>

+ constructTourWithGeographicZones(List<Long> orderedPoints, Map map): Tour

+ constructTourWithSpecificShortestPaths(List<Long> orderedPoints, Map map): Tour

+ constructTourWithAllShortestPaths(List<Long> orderedPoints, Map map, HashMap<Pair<Long, Long>, List<Long>> shortestPaths): Tour

**PathResult** + distance: Double + path: List<Long>

> UtilPair + intersectionId: Long + distance: Double

