



		edgeTo[]	distTo[]	
red: on pq	0		0.00	
	1			
	2	0 -> 2 0.26	0.26	←
	3			
	4	0 -> 4 0.38	0.38	
	5			
	6			
	7			
black: on SPT	0		0.00	
	1			
	2	0 -> 2 0.26	0.26	
	3			
	4	0 -> 4 0.38	0.38	←
	5			
	6			
	7	2 -> 7 0.34	0.60	
	0		0.00	
	1			
	2	0 -> 2 0.26	0.26	
	3			
	4	0 -> 4 0.38	0.38	
	5	4 -> 5 0.35	0.73	
	6			
	7	2 -> 7 0.34	0.60	←
	0		0.00	
	1			
	2	0 -> 2 0.26	0.26	
	3	7 -> 3 0.37	0.97	←
	4	0 -> 4 0.38	0.38	
	5	4 -> 5 0.35	0.73	←
	6			
	7	2 -> 7 0.34	0.60	
	0		0.00	
	1	5 -> 1 0.32	1.05	←
	2	0 -> 2 0.26	0.26	
	3	7 -> 3 0.37	0.97	←
	4	0 -> 4 0.38	0.38	
	5	4 -> 5 0.35	0.73	
	6	3 -> 6 0.52	1.49	←
	7	2 -> 7 0.34	0.60	
	0		0.00	
	1	5 -> 1 0.32	1.05	
	2	0 -> 2 0.26	0.26	
	3	7 -> 3 0.37	0.97	
	4	0 -> 4 0.38	0.38	
	5	4 -> 5 0.35	0.73	
	6	3 -> 6 0.52	1.49	←
	7	2 -> 7 0.34	0.60	