

Task 1:

The code takes input as a graph and implements a dijkstra to find the shortest distance which it writes in the output file.

Task-2:

The code takes input as graph and runs ~~does~~ dijkstra to find distance and time between two nodes.

Task-3:

The code takes input as graph and runs dijkstra to find the danger level maximum and among them returns the minimum level danger which is actually the lowest weight of the graph of the shortest path,