```
class Dijkstra {
  private int[] dist;
  private int[] prev;
  private int[][] graph;
  public Dijkstra(int[][] graph) {
       this.graph = graph;
      int n = graph.length;
      dist[start] = 0;
      PriorityQueue<Integer> queue = new PriorityQueue<>((a, b) -> Integer.compare(dist[a], dist[b]));
      queue.add(start);
      while (!queue.isEmpty()) {
                \text{if } (\operatorname{graph}[v][\underline{v}] \ != \ 0 \ \&\& \ \operatorname{dist}[v] \ != \ \operatorname{Integer}. \\  \text{MAX\_VALUE} \ \&\& \ \operatorname{dist}[v] \ + \ \operatorname{graph}[v][\underline{v}] \ < \ \operatorname{dist}[\underline{v}]) \ \{ \ \operatorname{dist}[\underline{v}] \ + \ \operatorname{graph}[v][\underline{v}] \ < \ \operatorname{dist}[\underline{v}] \ \} 
 public List<Integer> getShortestPath(int target) {
      for (int \underline{at} = target; \underline{at} != -1; \underline{at} = prev[\underline{at}]) {
          path.add(at);
     Collections.reverse(path);
      return path;
 public int getPathCost(int target) {
      return dist[target];
private static int findNearestAP(Graph graph, int startPoint) {
       int nearestAP = -1;
        int minCost = Integer.MAX_VALUE;
        Dijkstra dijkstra = new Dijkstra(graph.getWeightMatrix());
        for (Integer ap : graph.getAssemblyPoints()) {
               dijkstra.computeShortestPaths(ap);
               int cost = dijkstra.getPathCost(startPoint);
               if (cost < minCost) {</pre>
                      minCost = cost;
                      \underline{nearestAP} = ap;
        return nearestAP;
```