

```
1 using System.Collections;
2 using System.Collections.Generic;
3 using UnityEngine;
4
5 /*
6 The record container class encapsulate the 2 dictionationaries which keep track of
7 both the distance and
8 parent node of each vertex
9 */
10 public class Record
11 {
12     public Dictionary<Node, int> shortestDistanceEstimate;
13     public Dictionary<Node, Node> parent;
14
15     public Record() {
16         shortestDistanceEstimate = new Dictionary<Node, int>();
17         parent = new Dictionary<Node, Node>();
18     }
19 }
20
```