Shortest Path

For this exercise, you can either use the networks you created in [Drawing a network](#), or ask your teacher to print you off a copy of [this exercise sheet](#) and draw each network. You <u>do</u> need to include the edge weights for these questions.

For each network, find the shortest path from A to Z.

If you are aiming for a Merit, you can use the Trial and Error Method. Make sure you list out *at least* three different possible paths, using common sense, and state which one is shortest.

If you are aiming for Excellence, you should use Dijkstra's algorithm.