void MakeTrajectory(Point\* point)

*Тело процедуры (алгоритма)*

int i=0; i<point->ConnectionsCount; i++

int id\_from = point->Connections[i].Point\_ID;

double len = point->LengthToEnd + point->Connections[i].time;

space[id\_from].NextID != -1

len < space[id\_from].LengthToEnd

space[id\_from].NextID = point->id;

q.add(&space[id\_from], true);

Да

Нет

Нет

Да

space[id\_from].LengthToEnd = len;

space[id\_from].NextID = point->id;

q.add(&space[id\_from]);

space[id\_from].LengthToEnd = len;

Да

q.A.size()>0

Нет

space[0].NextID != -1 && q.A[q. A.size()-1]->LengthToEnd > space[0].LengthToEnd

Да

Нет

Point\* p = q.A.back();

q.A.pop\_back();

Конец