


```
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0], #
03=Boise
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
04=Denver
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
05=Glasgow
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0, 0], #
06=Glendive
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0], #
07=Great Falls
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0], #
08=Havre
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0], #
09=Helena
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 1, 0], #
10=Kalispell
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
11=Lewistown
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
12=Miles City
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
13=Missoula
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0, 1, 0], #
14=Moses Lake
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1, 0], #
15=Olympia
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
16=Seattle
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 1], #
17=Sidney
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
18=Spokane
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0], #
19=Williston
> [0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0] #
20=Wolf Point
> ]);
> C:=F+F^+;
```


C :=

```
0 0 1 1 1 0 1 0 1 0 1 1 0 0 0 0 1 0 0 1
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0
1 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 1 0 0 0
1 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 1 0 0 1 0 0 0 0 0 0 0
0 0 0 0 0 0 1 0 1 0 0 0 1 0 0 0 0 1 0 0
1 0 0 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 1 1 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0 0 0 0
1 0 0 0 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0
0 0 0 0 0 0 1 0 0 1 0 0 0 1 1 0 0 0 0 0 0
0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 1 0 0 0
1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

(3)

```
> # Adjacency Matrices Lab 3, Spirit Airlines Figure 4.
# 1=Atlantic City, 2=Chicago (O'Hare), 3=Detroit,
# 4=Fort Lauderdale, 5=Fort Myers, 6=Los Angeles,
# 7=Melbourne, 8=Myrtle Beach, 9=Newark,
# 10=New York (LaGuardia), 11=Oakland, 12=Orlando,
# 13=Tampa, and 14=Washington (Reagan National).
```

```
> A := <<0, 1, 0, 1, 1, 0, 0, 1, 0, 0, 0, 1, 1, 0>
      <1, 0, 0, 1, 1, 1, 0, 1, 0, 0, 0, 1, 0, 0>
      <0, 0, 0, 1, 1, 1, 0, 1, 0, 1, 1, 1, 1, 0>
      <1, 1, 1, 0, 0, 0, 1, 0, 1, 1, 0, 0, 0, 1>
      <1, 1, 1, 0, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0>
      <0, 1, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0>
      <0, 0, 0, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 1>
      <1, 1, 1, 0, 0, 0, 0, 0, 1, 1, 0, 0, 0, 0>
      <0, 0, 0, 1, 0, 0, 0, 1, 0, 0, 0, 1, 0, 0>
      <0, 0, 1, 1, 1, 0, 1, 1, 0, 0, 0, 0, 0, 0>
      <0, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0>
      <1, 1, 1, 0, 0, 0, 0, 0, 1, 0, 0, 0, 0, 0>
      <1, 0, 1, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0>
      <0, 0, 0, 1, 0, 0, 1, 0, 0, 0, 0, 0, 0, 0> >;
```