

[11] Try it out! (10 minutes)

- Instead of manually creating all the nodes, let's instead create a method which reads the adjacency list from a file and creates all the nodes automatically. Copy and paste the following into a text ("graph.txt") file at the root of your project (**outside** of the src/ directory):
 - 1: 2-12, 4-15
 - 2: 3-7, 4-3
 - 3: 4-2
 - 4: 5-21
 - 5:
 - 6:
- Write a static method in your GraphNode class that takes as input (argument) the name of a file and returns a list of GraphNode objects created based on the file. You can assume that the ":" character separates the node ID from its edges, the "," character separates edges, and each edge is defined by a node ID and an edge cost, separated by the "-" character.
- In the main method of the class, call this new static method. If you print out the list of objects, it should return the exact same output as before.