

#include<stdio.h>

#define initially 10000

#define fix 1

#define no -1

#define tmp 0

int node;

int adjacent[10][10];

int pre[10];

int pathlen[10];

int state[10];

void Path(int a, int b)

```
{
          int p[10];
          int i,f;
          int sdistance = 0,count=0;
          while( b != a)
          {
                    count++;
                    p[count] = b;
                    f = pre[b];
                    sdistance += adjacent[f][b];
                    b = f;
          }
          count++;
          p[count]=a;
          char
name \cite{Thm:linear_norm} In the linear law of the law of the linear law of the linear law of the linear law of the law o
I","Orion_C_C"};
          printf("\n\tYOU MUST GO VIA....:");
          for(i=count; i>=1; i--)
                     printf("%s ",name[p[i]-1]);
                    printf("---->");
          }
          printf("\n\tIT WILL BE AROUND :: %d m\n", sdistance);
}
int temp()
          int i , start = initially , j = no;
          for(i=0;i<node;i++)
          {
                    if(state[i] == tmp && pathlen[i] < start)</pre>
                    {
```

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start = pathlen[i];
       j = i;
    }
  }
  return j;
}
void Dks(int a)
{
  int i,curr;
  for(i=0; i<node; i++)</pre>
  {
    pre[i] = no;
    pathlen[i] = initially;
    state[i] = tmp;
  }
  pathlen[a] = 0;
  while(1)
  {
    curr = temp( );
    if( curr == no )
       return;
    state[curr] = fix;
    for(i=0; i<node; i++)
    {
       if ( adjacent[curr][i] !=0 && state[i] == tmp )
       {
         if( pathlen[curr] + adjacent[curr][i] < pathlen[i] )</pre>
         {
            pre[i] = curr;
            pathlen[i] = pathlen[curr] + adjacent[curr][i];
         }
```

```
}
    }
  }
}
void graph()
{
  node=8;
  adjacent[1][2]=1500;
  adjacent[1][3]=2500;
  adjacent[1][4]=600;
  adjacent[1][7]=1000;
  adjacent[2][1]=1500;
  adjacent[3][1]=2500;
  adjacent[3][6]=800;
  adjacent[3][7]=600;
  adjacent[4][1]=600;
  adjacent[4][5]=400;
  adjacent[5][4]=400;
  adjacent[5][6]=500;
  adjacent[5][7]=500;
  adjacent[6][3]=800;
  adjacent[6][5]=500;
  adjacent[6][7]=700;
  adjacent[7][1]=1000;
  adjacent[7][3]=600;
  adjacent[7][5]=500;
}
int main()
{
  int a,b;
  graph();
```

```
printf("**************NITT WELCOMES YOU
printf("YOU ALL SHOULD VISIT FOLLOWING MAIN POINTS IN OUR CAMPUS:)");
  printf("\n1. NITT ENTRANCE");
  printf("\n2. SCIENCE BLOCK");
  printf("\n3. BOYS HOSTEL");
  printf("\n4.CENTRAL LIBRARY");
  printf("\n5. GIRLS HOSTEL");
  printf("\n6. HOSPITAL");
  printf("\n7. Octagon COMPUTER CENETR \n");
  printf("\nEnter your starting place : ");
  scanf("%d",&a);
  Dks(a);
  while(1)
  {
    printf("\nEnter destination vertex(0 to quit): ");
    scanf("%d",&b);
    if(b == 0)
      break;
    if(b < 0 \mid \mid b >= node)
      printf("\nSORRY !!!DESTINATION DOES NOT EXISTS..\n");
    else if(b == a)
      printf("\nOOPS!!!YOU HAVE STARTING AND DESTINATION POINT SAME ...TRY WITH
DIFFERENT ONE \n");
    else if( pathlen[b] == initially )
      printf("\nSORRY!!NO SUCH IS MADE IN THIS GRAPH OF NITT....\n");
    else
      Path(a,b);
  }
  return 0;
}
```

Output ©



