

WEEK 9

1) From a given vertex in a weighted connected graph, find shortest paths to other vertices using dijkstra's algorithm.

CODE:

```
#include<stdio.h>

#include<conio.h>

#define INFINITY 999

#define MAX 10

void dijkstra(int G[MAX][MAX],int n,int startnode);

int main()
{
    int G[MAX][MAX],i,j,n,u;

    printf("Enter no. of vertices:");

    scanf("%d",&n);

    printf("\nEnter the adjacency matrix:\n");

    for(i=0;i<n;i++)

    for(j=0;j<n;j++)

    scanf("%d",&G[i][j]);

    printf("\nEnter the starting node:");

    scanf("%d",&u);

    dijkstra(G,n,u);
```

```

    return 0;
}

void dijkstra(int G[MAX][MAX],int n,int startnode)
{
    int cost[MAX][MAX],distance[MAX],pred[MAX];
    int visited[MAX],count,mindistance,nextnode,i,j;
    for(i=0;i<n;i++)
    for(j=0;j<n;j++)
    if(G[i][j]==0)
    cost[i][j]=INFINITY;
    else
    cost[i][j]=G[i][j];
    for(i=0;i<n;i++)
    {
        distance[i]=cost[startnode][i];
        pred[i]=startnode;
        visited[i]=0;
    }
    distance[startnode]=0;
    visited[startnode]=1;
    count=1;
    while(count<n-1)
    {

```

```

mindistance=INFINITY;
for(i=0;i<n;i++)
if(distance[i]<mindistance&&!visited[i])
{
    mindistance=distance[i];
    nextnode=i;
}
visited[nextnode]=1;
for(i=0;i<n;i++)
if(!visited[i])
if(mindistance+cost[nextnode][i]<distance[i])
{
    distance[i]=mindistance+cost[nextnode][i]
    ; pred[i]=nextnode;
}
count++;
}

for(i=0;i<n;i++)
if(i!=startnode)
{
    printf("\nDistance of node%d=%d",i,distance[i]);

```

```

printf("\nPath=%d",i);

j=i;

do

{

    j=pred[j];

    printf("<-%d",j);

}

while(j!=startnode);

}

}

```

OUTPUT:

```

Enter no. of vertices:6

Enter the adjacency matrix:
0 25 35 999 100 999
999 0 100 14 999 999
999 999 0 29 999 999
999 999 999 0 999 21
999 999 50 999 0 999
999 999 999 999 48 0

Enter the starting node:0

Distance of node1=25
Path=1<-0
Distance of node2=35
Path=2<-0
Distance of node3=39
Path=3<-1<-0
Distance of node4=100
Path=4<-0
Distance of node5=60
Path=5<-3<-1<-0
Process returned 0 (0x0)   execution time : 172.599 s
Press any key to continue.

```

2)Implement the “N-Queens” problem using Backtracking.

CODE:

```
#include<stdio.h>

#include<math.h>

int board[20],count;

int main()
{
int n,i,j;
void queen(int row,int n);
printf("\n\nEnter no of Queens:");
scanf("%d",&n);
queen(1,n);
return 0;
}

void print(int n)
{
int i,j;
printf("\n\nOutput %d:\n\n",++count);

for(i=1;i<=n;++i)
    printf("\t%d",i);

for(i=1;i<=n;++i)
{
```

```
printf("\n\n%d",i);
for(j=1;j<=n;++j)
{
    if(board[i]==j)
        printf("\tQ");
    else
        printf("\t-");
}
}
}

int place(int row,int column)
{
    int i;
    for(i=1;i<=row-1;++i)
    {
        if(board[i]==column)
            return 0;
        else
            if(abs(board[i]-column)==abs(i-row))
                return 0;
    }

    return 1;
}
```

```
void queen(int row,int n)
{
int column;
for(column=1;column<=n;++column)
{
    if(place(row,column))
    {
        board[row]=column;
        if(row==n)
            print(n);
        else
            queen(row+1,n);
    }
}
}
```

OUTPUT:

```
Enter no of Queens:4
```

```
Output 1:
```

	1	2	3	4
1	-	Q	-	-
2	-	-	-	Q
3	Q	-	-	-
4	-	-	Q	-

```
Output 2:
```

	1	2	3	4
1	-	-	Q	-
2	Q	-	-	-
3	-	-	-	Q
4	-	Q	-	-

```
Process returned 0 (0x0)   execution time : 3.031 s  
Press any key to continue.
```