

## PROGRAM: Graph

### Dijkstras Algorithm

```
#include <stdio.h>
#define INFINITY 9999
#define MAX 10

void Dijkstra(int G[MAX][MAX], int n, int start);

void Dijkstra(int G[MAX][MAX], int n, int start) {
    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[start][i];
        pred[i] = start;
        visited[i] = 0;
    }

    distance[start] = 0;
    visited[start] = 1;
    count = 1;

    while (count < n - 1) {
        mindistance = INFINITY;

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

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```
    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++;
}

// Printing the distance
for (i = 0; i < n; i++)
    printf("\nDistance from source to %d: %d", i, distance[i]);

}

int main() {
    int G[MAX][MAX], i, j, n, u;
    printf("Enter number of vertices");
    scanf("%d",&n);
    printf("Enter values for adjacency Matrix of Weighted Graph");
    for(i=0;i<n;i++)
        for(j=0;j<n;j++)
            scanf("%d",&G[i][j]);

    u = 0;
    Dijkstra(G, n, u);

    return 0;
}
```

**Input:**

Enter number of vertices4

Enter values for adjacency Matrix of Weighted Graph0 2 0 1

0 0 0 2

3 0 0 0

0 0 1 0

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**Output:**

Distance from source to 0: 0

Distance from source to 1: 2

Distance from source to 2: 2

Distance from source to 3: 1