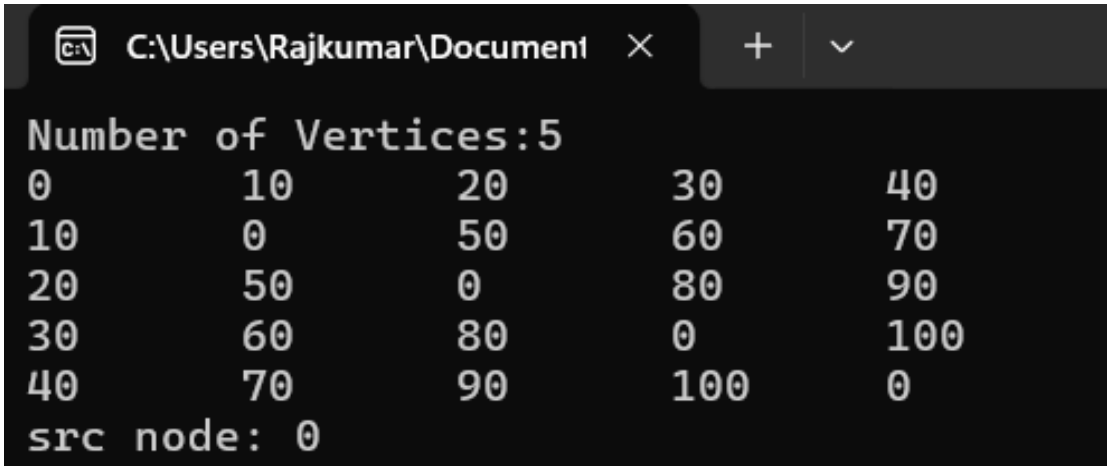
2. On Leetcode find a problem that can be solved with Dijkstra's algorithm and solve it .

```
#include<iostream>
using namespace std;

#define INF 999

//Dijkstra's Algorithm

int V, src, cost[100][100];
int dist[100];
bool visited[100] = {0};
int parent[100] ;

void init(){
   for(int i=0;i<V;i++){
      parent[i]=i;
      dist[i]=INF;
   }
   dist[src]=0;
}
int getNearest(){
   int minvalue = INF;
   int minnode = 0;
   for(int i=0;i<V;i++){
      if( !visited[i] && dist[i]< minvalue){
```

```
            minvalue = dist[i];
            minnode=i;
        }
    }
    return  minnode;
}
void dijkstra(){
    for(int i=0; i<V-1 ;i++){
        int nearest = getNearest();
        visited[nearest]=true;

        for(int adj=0;adj<V;adj++){
            if(cost[nearest][adj] != INF &&
            dist[adj]>dist[nearest]+cost[nearest][adj]){
                dist[adj]= dist[nearest]+ cost[nearest][adj];
                parent[adj] = nearest ;
            }
        }
    }
}

void display(){
    cout<<"Node:\t\t\tcost:\t\t\tPath";
    for(int i=0;i<V ;i++){
        cout<<i<<"\t\t\t"<<dist[i]<<"\t\t\t"<<" ";
        cout<<i<<" ";
```

```
        int parnode=parent[i];
        while(parnode!=src){
           cout<<" <-- "<< parnode<< " ";
           parnode = parent[parnode];
        }
        cout<<endl;
    }
}

int main(void){
    cout<<"Number of Vertices:" ;
 cin>>V;
 for(int i=0;i<V;i++){
    for(int j=0;j<V;j++){
        cin>>cost[i][j];
    }
 }
 cout<<"src node: ";
 cin>>src;
 init();
 dijkstra();
 display();
}
```

❖ **INPUT :**



❖ **OUTPUT :**