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Section: 20

Task Hint

To implement dijkstra we are using heap, an
our priority queue. It will work as a minimum
heap means the minimum objects are nodes with
minimum numbers will get priority. To implement
dijkstra if current node and its weight
is less than neighbor node. Then the neighbor
nodes will get updated and hence by doing this
we will the shortest path. If a node has
infinity return distance then we will give it
-1.

Tank2

We will find alice and bob shortest time by implementing dijkstra on both of their starting node. Then by running a loop of len of the graph we will find the minimum time from the dijkstra result of alice and bob. The meeting node would be the index value where the loop stops.

Task 3

This task is just some modifications from Task 1 in the condition when we are choosing distance we are taking the max distance between the current distance and the weight. By following this procedure we will find the ~~min~~ minimum from all the distances in the last index of the returned list.