ASSIGNMENT

Dijkstra's Shortest Path Algorithm

CODE

```
#include<iostream>
using namespace std;
int N;
int graph[10][10];
int dist[10];
bool visited[10];
int parent[10];
void createGraph()
{
   int i,j,max,u,v,w;
   cout<<"Enter the number of nodes : ";
   cin>>N;
   for(i=0;i<=N;i++)
    for(j=0;j<=N;j++)
     graph[i][j]=0;
   max=N*(N+1);
   for(i=0;i<max;i++)
   {
    cout<<"Enter Edge and Weight : ";
    cin>>u>>v>>w;
    if(u==0)    break;
    else
```

```
    {
      graph[u][v]=w;
      graph[v][u]=w;
    }
   }
}
int minDistance()
{
   int min = 10000, minDist;
  for (int v = 0; v < N; v++)
      if (visited[v] == false && dist[v] <= min)
      {
         min = dist[v];
         minDist = v;
      }
   return minDist;
}
void printPath(int j)
{
   if (parent[j]==0)
      return;
   printPath(parent[j]);
   cout<<j<<" ";
}
void dijkstra()
{
   int src;
   cout<<"Enter the Source Node : ";
   cin>>src;
```

```
    for (int i = 0; i < N; i++)
    {
        parent[0] = -1;
        dist[i] = 10000;
        visited[i] = false;
    }
    dist[src] = 0;
    for (int count = 0; count < N-1; count++)
    {
        int u = minDistance();
        visited[u] = true;
        for (int v = 0; v < N; v++)
            if (!visited[v] && graph[u][v] &&
                dist[u] + graph[u][v] < dist[v])
            {
                parent[v]  = u;
                dist[v] = dist[u] + graph[u][v];
            }
    }
    cout<<"Src->Dest\tDistance\tPath"<<endl;
    for (int i = 1; i < N; i++)
    {
        cout<<src<<"->"<<i<<"\t\t"<<dist[i]<<"\t\t"<<src<<" ";
        printPath(i);
        cout<<endl;
    }
}
int main()
{
```

```
    createGraph();
    dijkstra();
    return 0;
}
```

OUTPUT