

```
#include <iostream>
```

```
using namespace std;
```

```
int a[30][30], source, d[30], p[30]
```

```
void alg (int a[][30], int n) {
```

```
    int s[n];
```

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

```
    { d[i] = a[source][i];
```

```
      p[i] = source;
```

```
      s[i] = 0;
```

```
    }
```

```
    s[source] = 1;
```

```
    for (int c = 0; c < n; c++)
```

```
    {
```

```
        int min = 999, u;
```

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

```
        { if (d[j] < min && p[j] != 1)
```

```
            min = d[j];
```

```
            u = j;
```

```
        }
```

```
        s[u] = 1;
```

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

```
        { if (min + a[u][i] < d[i])
```

```
            d[i] = min + a[u][i];
```

```
            p[i] = u;
```

```

int main()
{
    int n;
    cout << "Enter no. of vertices"
    cin >> n;
    cout << "Enter adjacency matrix"
    for (int i=0; i<n; i++)
        for (j=0; j<n; j++)
            cin >> a[i][j];
    }

    cout << "Enter source vertex ";
    cin >> source;
    cout << "The shortest path is ";
    alg(a, n)
    for (int i=0; i<n; i++)
    {
        int k=i;
        while (k != source)
        {
            cout << k << "= source" << "< ";
            cout
            k = p[k];
        }
        cout << source << "=";
        cout << d[i] << endl;
    }
    return 0;
}

```