

Write-up

→ Dijkstra's Algorithm

```
class Main
```

```
{
```

```
    private static void getRoute(int [] prev, int i, List <Integer> route)
    {
```

```
        if (i >= 0)
```

```
        {
```

```
            getRoute (prev, prev[i], route);
```

```
            route.add(i);
```

```
        }
```

```
    }
```

```
    public static void shortestPath(Graph graph, int source, int N)
```

```
    {
```

```
        priority.Queue <Node> minHeap;
```

```
        minHeap = new PriorityQueue <> (Comparator.comparingInt
                                         (node -> node.weight));
```

```
        minHeap.add (new Node (source, 0));
```

```
        List <Integer> dist = new ArrayList <> (Collections.nCopies
                                                (N, Integer.MAX_VALUE));
```

```
        dist.set (source, 0);
```

```
        boolean [] done = new boolean [N];
```

```
        done [source] = true;
```

```
        int [] prev = new int [N];
```

```
        prev [source] = -1;
```

```
        List <Integer> route = new ArrayList <> ();
```

```

while (!minHeap.isEmpty())
{
    Node node = minHeap.poll();
    int u = node.Vertex();
    for (Edge edge: graph.adjList.get(u))
    {
        int v = edge.dest;
        int weight = edge.weight;
        if (!done[v] && (dist.get(u) + weight) < dist.get(v))
        {
            dist.set(v, dist.get(u) + weight);
            prev[v] = u;
            minHeap.add(new Node(v, dist.get(v)));
        }
    }
    done[u] = true;
}

for (int i = 1; i < N; i++)
{
    if (i != source && dist.get(i) != Integer.MAX_VALUE)
    {
        getRoute(prev, i, route);
        System.out.printf("Path (%d → %d): Min Cost = %d, Route = %s\n", source, i, dist.get(i), route);
        route.clear();
    }
}
}

```