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With a C program for shortest path Algorithm.
program:-
#include (stdio-h)
# include estallib.h)
Void maine )
[ int cost[10][10], distance[10], path[10][10], n, P, V, Yow, column, min, index=1,1,5;
 printf("Entex cost of matrix");
 for ( = 1; %= n; %++)
   For (5=1; 3x=n; 5++)
     Scanf ("+d", &cost[;][5]);
 printf ("Enter node to visit:");
 Scanf ("1.d", &v);
 printf ("Enter paths for the selected node:");
 Scanf ("1-d", &P);
 printf ("Enter path matrix In");
 for(1=1;1=P;1++)
   for (5=1; Sk=n; S++)
     Scanf ("1-d", & Poth[1][1]);
for( =1; 12= P; 1++)
   distance[i] = 0;
   YOW = 1;
   for (5=1; 5kn; 5++)
     if ( vow! = v)
         Column = path[1][3+1]:
         distance[1] = distance[1] + cost[row][column];
     Yow = column;
   3
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min = distance [1];
      Fox (1=1;1=P;1++)
        if (distance till omin)
           nin = distance [1];
           index = i;
      Printf ("min distance "is "tod In", min);
      printf ("min distance path is In");
      Fer ( = 1; ik = n; i++)
                  Printf ("-->1-d", path [index][:]);
         if (Path[Index][1]!=0)
   Output : -
   Enter no of modes: 5
   Enter cost matrix: 0
   0
   8
   0
  4
  0
  3
  0
  0
 0
 3
 0
 0
8
0
4
0
7
 0070.
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Enter node to visit :5 paths for the colected node: 2 6nbex Enter path matrix 1 2 3 4 5 1 4 5 0 0 min distance is 15 min distance path is