

Dijkstra's Algorithm to  
compute shortest path:

```
#include <iostream>
#include <conio>
#include <string>
#include <process>
#include <math.h>
#define N 6

int dijkstra(int cost[][N], int source, int target);
int dijkstra(int cost[][N], int source, int target);
{
    int dist[N], prev[N], selected[N] = {0}, i, m, min;
    int start, dj;
    char path[AU]

    for (int i = 1; i < N; i++) {
        dist[i] = IN;
        prev[i] = -1;
    }
    start = source;
    selected[start] = 1;
    dist[start] = 0;
```

while (selected[target] == 0) {

1BM18CC079

min = INF;

m = 0;

for (i = 1; i < N; i++) {

d = dist[start] + cost[start][i];

if (d < dist[i] && selected[i] == 0) {

dist[i] = d;

prev[i] = start;

}

if (min > dist[i] && selected[i] == 0) {

min = dist[i];

m = i;

}

start = m;

selected[start] = 1

}

start = target;

j = 0;

while (start != -1) {

path[j++] = start + 65;

start = prev[start];

}

path[j] = '\0'

strrev(path);

cout << path;

return dist[target];

}

```
int main() {
```

18M10CC079

```
int cost[N][N], i, j, w, ch, co;
```

```
int source, target, x, y;
```

```
cout << "shortest path : ";
```

```
for(i=1; i<N; i++) {
```

```
    for(j=1; j<N; j++) {
```

```
        cost[i][j] = IN;
```

```
        for(x=1; x<N; x++) {
```

```
            for(y=x+1; y<N; y++) {
```

```
                printf("Enter weight
```

```
                cout << "Enter weight between node "
```

```
                << x << " & " << y;
```

```
                cin >> w;
```

```
                cost[x][y] = cost[y][x] = w;
```

```
            }
```

```
        } printf("Enter
```

```
        cout << "Enter the source ";
```

```
        cin >> source;
```

```
        cout << "Enter target ";
```

```
        cin >> target;
```

```
        co = dijkstra(cost, source, target);
```

```
        cout << "shortest path " << co;
```

```
}
```