3. Implement Dijkestra's algorithm to compute the shortest path. import java intelex; public class Dijtestra & public static void main (String args & 1) } System out-printle ("Enter no of vertica"); Scanner Sc = new Scanner (System in); int n = sc. nextInt(); int arr [][] = new int [n][n]; System out printen ("Enter adj matrix"); for (int i=0; i <n; i++) { for (int j=0; j < n; j++) & archiss;] = sc. nextInt(); if (ar [] [] ==0) Der [i][j] = 999; System out-printen ("Enter source vortex"); int start = sc-next Int(); dijkstra (n, ass, start); pulsic static void dijlestra (int n, int ars EDE), int start) { int visited () = new int[n]; int parent [] = new int (n); int distance () = new int (n); int count =0; distance [start] =0;

for Cint iso, ien; ite) & winded [1] 0; parent (i) = start; if a ! start distance [i] = On [Hal] [i]; present [stat] = -1; weiteds start] = 1; while (court < n -1) & int min = 999, index = 0, is for(i=0; i<n; i++) { if (visited (i)!=1 are distance Ci) < min) & min = distance [i]; index = i; visited [index] = 1; for (ind j=0; j=n; j++) 2 if (visited E;]! = 1 & 1 oo linder 0; 7:597 XX (distance Einders] + was Einders] 5] < distance (;3) distance [] = distance [index] + were sinder] []] parent (j3 = index; count ++;

System out printen ("Distance and puth from house are: ");

forlint i =0; i < n; i++) ?
System out punten (i + ":"+destance[i] +
startes + "->"); printPath (parent, i);
System. out-printler ("\n"); public static void print Path (int parent [], int j) {

inf (parent Ej] = z-1) return;

print Path (parent, parent Cj);

System out-println(j + " -> ");

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