

Programming hw4

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for case 1:

1. use adjacency matrix to store weight of edge
2. inverse matrix (swap matrix $[i][j]$ to matrix $[j][i]$)
3. use Dijkstra to find shortest path
4. output

for case 2:

1. use adjacency matrix to store weight of edge
2. call Floyd-Warshall
3. output matrix $[i][i]$ for all i

for case 3:

1. use adjacency list to store weight of edge
2. call bellman_ford
3. do bellman_ford one more round, if any shortest distance change, output false

for case 4:

1. no idea
2. give up