



Experiment Title- 3.2

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SECTION :- 615 B

SEMESTER:-5TH

SUBJECT:- DESIGN OF ANALYSIS AND ALGORITHM

AIM:- Code and analyze to find shortest paths in a graph with positive edge weights using Dijkstra's algorithm.

PROGRAM CODE:-

```
#include #include <stdbool.h>
#include <stdio.h>

#define V 9

int minDistance(int dist[], bool sptSet[])

{
    int min = INT_MAX, min_index;
    for (int v = 0; v < V; v++)</pre>
```







```
if (sptSet[v] == false && dist[v] <= min)
       min = dist[v], min\_index = v;
  return min_index;
}
  void printSolution(int dist[])
  printf("Vertex \t\t Distance from Source\n");
  for (int i = 0; i < V; i++)
     printf("%d t\t \%d\n", i, dist[i]);
}
void dijkstra(int graph[V][V], int src)
{
  int dist[V];
  bool sptSet[V];
  for (int i = 0; i < V; i++)
     dist[i] = INT_MAX, sptSet[i] = false;
  dist[src] = 0;
   for (int count = 0; count < V - 1; count++) {
   int u = minDistance(dist, sptSet);
```

sptSet[u] = true





```
for (int v = 0; v < V; v++
      if (!sptSet[v] && graph[u][v] && dist[u] != INT_MAX
           && dist[u] + graph[u][v] < dist[v])
          dist[v] = dist[u] + graph[u][v];
   }
 printSolution(dist);
}
int main()
{
  int graph[V][V] = { \{0, 4, 0, 0, 0, 0, 0, 8, 0\},\
                \{4, 0, 8, 0, 0, 0, 0, 11, 0\},\
                \{0, 8, 0, 7, 0, 4, 0, 0, 2\},\
                \{0, 0, 7, 0, 9, 14, 0, 0, 0\},\
                \{0,0,0,9,0,10,0,0,0\},\
                \{0, 0, 4, 14, 10, 0, 2, 0, 0\},\
                \{0, 0, 0, 0, 0, 2, 0, 1, 6\},\
                \{8, 11, 0, 0, 0, 0, 1, 0, 7\},\
                \{0, 0, 2, 0, 0, 0, 6, 7, 0\}\};
     dijkstra(graph, 0)
            return 0;
```



}





OUTPUT:-

