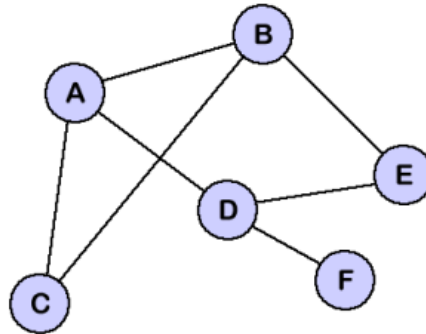


**BCSE202P -**  
**Data Structures and Algorithms**  
**Digital Assignment – 4**

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1. Construct the given graph using Adjacency Matrix and Perform breadth first search on it.



## CODE

```
// DA-4
// Dhruv Rajeshkumar Shah
// 21BCE0611

#include <stdio.h>
#include <stdlib.h>

// BFS
void BFS(int n, int a[10][10], int source, int visited[10])
{
    int queue[10], front = -1, rear = -1, i, j;
    queue[++rear] = source;
    visited[source] = 1;
    while (front != rear)
    {
        i = queue[++front];
        printf("%c ", i + 64);
        for (j = 1; j <= n; j++)
        {
            if (a[i][j] == 1 && visited[j] == 0)
            {
                queue[++rear] = j;
                visited[j] = 1;
            }
        }
    }
}

int main()
{
    int n, a[10][10], i, j, source, visited[10];
    char source_letter;
    printf("Enter the number of vertices: ");
```

```

scanf("%d", &n);
printf("Enter the adjacency matrix: \n");
printf("    A B C D E F\n");
printf("    -----\n");
for (i = 1; i <= n; i++)
{
    printf("%c | ", i + 64);
    for (j = 1; j <= n; j++)
    {
        scanf("%d", &a[i][j]);
    }
}
getchar();
printf("Enter the source vertex: ");
scanf("%c", &source_letter);
source = (int)source_letter - 64;
for (i = 1; i <= n; i++)
{
    visited[i] = 0;
}
printf("The BFS traversal is: ");
BFS(n, a, source, visited);
return 0;
}

```

## SCREENSHOT

```

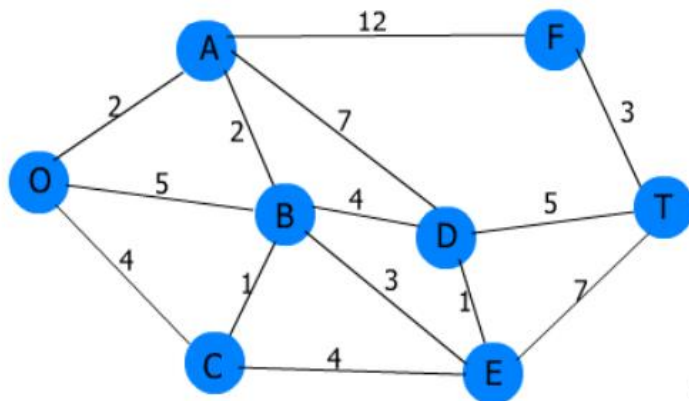
C BFS.c > main()
1 // DA-4
2 // Dhruv Rajeshkumar Shah
3 // 21BCE0611
4
5 #include <stdio.h>
6 #include <stdlib.h>
7
8 // BFS
9 void BFS(int n, int a[10][10], int source, int visited[10])
10 {
11     int queue[10], front = -1, rear = -1, i, j;
12     queue[++rear] = source;
13     visited[source] = 1;
14     while (front != rear)
15     {
16         i = queue[++front];
17         printf("%c ", i + 64);
18         for (j = 1; j <= n; j++)
19         {
20             if (a[i][j] == 1 && visited[j] == 0)
21             {
22                 queue[++rear] = j;
23                 visited[j] = 1;
24             }
25         }
26     }
27 }
28
29 int main()
30 {
31     int n, a[10][10], i, j, source, visited[10];
32     char source_letter;

```

## OUTPUT

```
dhruv@Titan /c/Dhruv/VIT/Semester-3/DSA/Lab/DA-4 (main)
$ ./BFS.exe
Enter the number of vertices: 6
Enter the adjacency matrix:
Enter row 1: 0 1 1 1 0 0
Enter row 2: 1 0 1 0 1 0
Enter row 3: 1 1 0 0 0 0
Enter row 4: 1 0 0 0 1 1
Enter row 5: 0 1 0 1 0 0
Enter row 6: 0 0 0 1 0 0
Enter the source vertex: A
The BFS traversal is: A B C D E F
dhruv@Titan /c/Dhruv/VIT/Semester-3/DSA/Lab/DA-4 (main)
$ ./BFS.exe
Enter the number of vertices: 6
Enter the adjacency matrix:
Enter row 1: 0 1 1 1 0 0
Enter row 2: 1 0 1 0 1 0
Enter row 3: 1 1 0 0 0 0
Enter row 4: 1 0 0 0 1 1
Enter row 5: 0 1 0 1 0 0
Enter row 6: 0 0 0 1 0 0
Enter the source vertex: B
The BFS traversal is: B A C E D F
dhruv@Titan /c/Dhruv/VIT/Semester-3/DSA/Lab/DA-4 (main)
$ ./BFS.exe
Enter the number of vertices: 6
Enter the adjacency matrix:
Enter row 1: 0 1 1 1 0 0
Enter row 2: 1 0 1 0 1 0
Enter row 3: 1 1 0 0 0 0
Enter row 4: 1 0 0 0 1 1
Enter row 5: 0 1 0 1 0 0
Enter row 6: 0 0 0 1 0 0
Enter the source vertex: C
The BFS traversal is: C A B D E F
```

4. Write a program that creates the following graph and finds the shortest path from the vertex O to all the other vertices using Dijkstra's Algorithm.



## CODE

```

// DA-4
// Dhruv Rajeshkumar Shah
// 21BCE0611

#include <stdio.h>
#include <stdlib.h>

// Index of element in array
int getIndex(char a[], int n, char c)
{
    for (int i = 0; i < n; i++)
    {
        if (a[i] == c)
        {
            return i;
        }
    }
    return -1;
}

// Dijkstra's shortest path algorithm
void dijkstra(int a[10][10], int n, int startnode, char nodes[])
{
    int cost[10][10], distance[10], pred[10];
    int visited[10], count, mindistance, nextnode, i, j;
    for (i = 0; i < n; i++)
        for (j = 0; j < n; j++)
            if (a[i][j] == 0)

```

```

        cost[i][j] = 999;
    else
        cost[i][j] = a[i][j];
for (i = 0; i < n; i++)
{
    distance[i] = cost[startnode][i];
    pred[i] = startnode;
    visited[i] = 0;
}
distance[startnode] = 0;
visited[startnode] = 1;
count = 1;
while (count < n - 1)
{
    mindistance = 999;
    for (i = 0; i < n; i++)
        if (distance[i] < mindistance && !visited[i])
        {
            mindistance = distance[i];
            nextnode = i;
        }
    visited[nextnode] = 1;
    for (i = 0; i < n; i++)
        if (!visited[i])
            if (mindistance + cost[nextnode][i] < distance[i])
            {
                distance[i] = mindistance + cost[nextnode][i];
                pred[i] = nextnode;
            }
    count++;
}
for (i = 0; i < n; i++)
{
    if (i != startnode)
    {
        printf("\nDistance of node %c = %d", nodes[i], distance[i]);
        printf("\nPath = %c", nodes[i]);
        j = i;
        do
        {
            j = pred[j];
            printf("<-%c", nodes[j]);
        } while (j != startnode);
    }
    printf("\n");
}
}

```

```

void main()
{
    int a[10][10], j, n, startnode;
    char source;
    char nodes[] = {'A', 'B', 'C', 'D', 'E', 'F', 'O', 'T'};
    printf("\nEnter the number of vertices: ");
    scanf("%d", &n);
    printf("\nEnter the adjacency matrix:\n");
    printf("    A B C D E F O T\n");
    printf("    -----\n");
    for (int i = 0; i < n; i++)
    {
        printf("%c | ", nodes[i]);
        for (int j = 0; j < n; j++)
        {
            scanf("%d", &a[i][j]);
        }
    }
    getchar();
    printf("\nEnter the source: ");
    scanf("%c", &source);
    startnode = getIndex(nodes, n, source);
    dijkstra(a, n, startnode, nodes);
}

```

## SCREENSHOT

```

C Dijkstra.c > dijkstra(int [10][10], int, int, char [])
1 // DA-4
2 // Dhruv Rajeshkumar Shah
3 // 21BCE0611
4
5 #include <stdio.h>
6 #include <stdlib.h>
7
8 // Index of element in array
9 int getIndex(char a[], int n, char c)
10 {
11     for (int i = 0; i < n; i++)
12     {
13         if (a[i] == c)
14         {
15             return i;
16         }
17     }
18     return -1;
19 }
20
21 // Dijkstra's shortest path algorithm
22 void dijkstra(int a[10][10], int n, int startnode, char nodes[])
23 {
24     int cost[10][10], distance[10], pred[10];
25     int visited[10], count, mindistance, nextnode, i, j;
26     for (i = 0; i < n; i++)
27     {
28         for (j = 0; j < n; j++)
29         {
30             if (a[i][j] == 0)
31                 cost[i][j] = 999;
32             else
33                 cost[i][j] = a[i][j];
34         }
35     }
36 }

```

## OUTPUT

```
dhruv@Titan /c/Dhruv/VIT/Semester-3/DSA/Lab/DA-4 (main)
```

```
$ ./Dijkstra.exe
```

```
Enter the number of vertices: 8
```

```
Enter the adjacency matrix:
```

```
      A B C D E F O T
-----
A | 0 2 0 7 0 12 2 0
B | 2 0 1 4 3 0 5 0
C | 0 1 0 0 4 0 4 0
D | 7 4 0 0 1 0 0 5
E | 0 3 4 1 0 0 0 7
F | 12 0 0 0 0 0 0 3
O | 2 5 4 0 0 0 0 0
T | 0 0 0 5 7 3 0 0
```

```
Enter the source: 0
```

```
Distance of node A = 2
```

```
Path = A<-0
```

```
Distance of node B = 4
```

```
Path = B<-A<-0
```

```
Distance of node C = 4
```

```
Path = C<-0
```

```
Distance of node D = 8
```

```
Path = D<-B<-A<-0
```

```
Distance of node E = 7
```

```
Path = E<-B<-A<-0
```

```
Distance of node F = 14
```

```
Path = F<-A<-0
```

```
Distance of node T = 13
```

```
Path = T<-D<-B<-A<-0
```