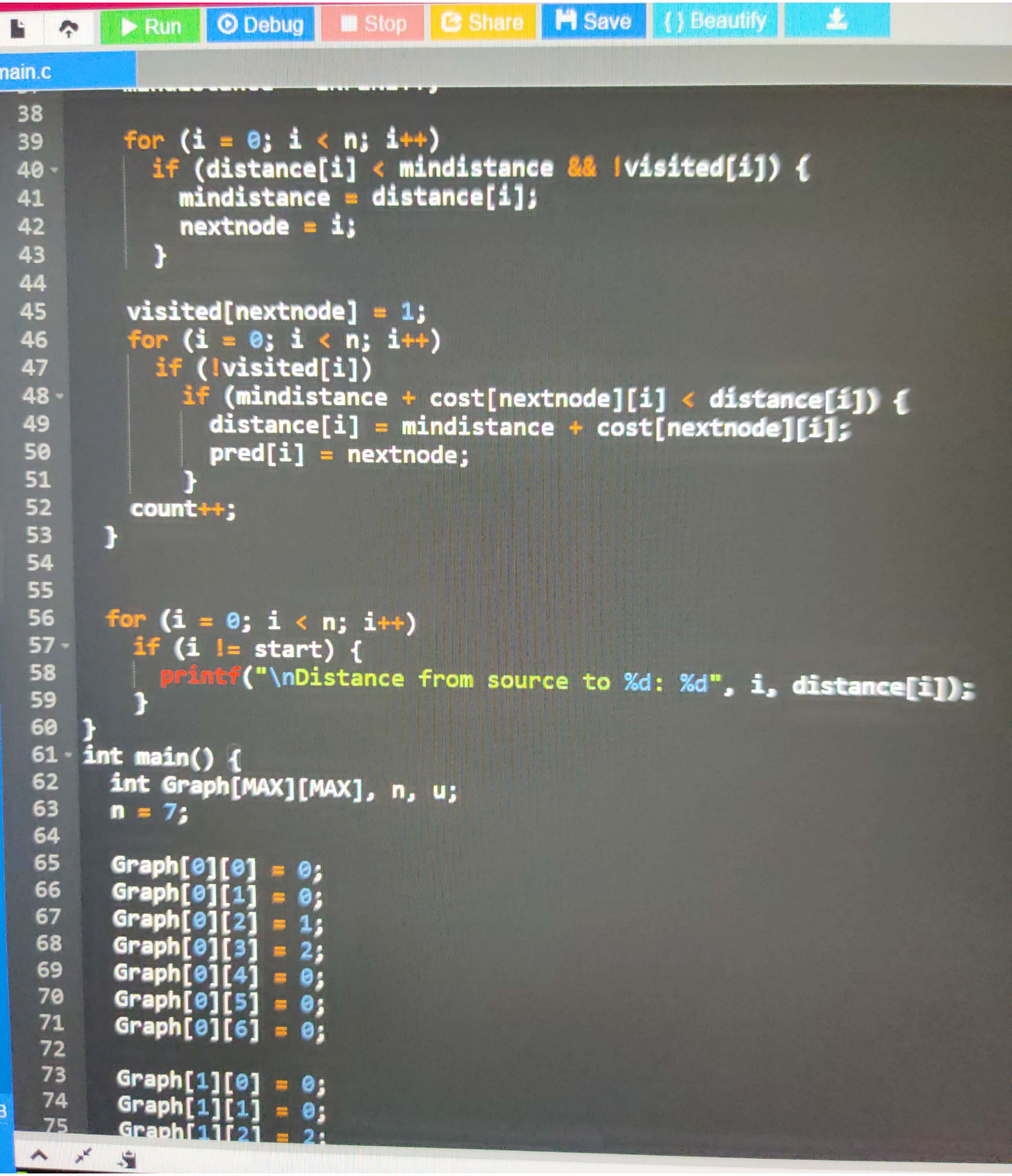
```
/*****************************************************************

                        Online C Compiler.
                Code, Compile, Run and Debug C program online.
Write your code in this editor and press "Run" button to compi

*****************************************************************/
#include <stdio.h>
#define INFINITY 9999
#define MAX 10

void Dijkstra(int Graph[MAX][MAX], int n, int start);

void Dijkstra(int Graph[MAX][MAX], int n, int start) {
  int cost[MAX][MAX], distance[MAX], pred[MAX];
  int visited[MAX], count, mindistance, nextnode, i, j;


  for (i = 0; i < n; i++)
    for (j = 0; j < n; j++)
      if (Graph[i][j] == 0)
        cost[i][j] = INFINITY;
      else
        cost[i][j] = Graph[i][j];

  for (i = 0; i < n; i++) {
    distance[i] = cost[start][i];
    pred[i] = start;
    visited[i] = 0;
  }

  distance[start] = 0;
  visited[start] = 1;
  count = 1;

  while (count < n - 1) {
    mindistance = INFINITY;

                                                          input
```



Run | Debug | Stop | Share | Save | { } Beautify

main.c

```
62  int Graph[MAX][MAX], n, u;
63  n = 7;
64
65  Graph[0][0] = 0;
66  Graph[0][1] = 0;
67  Graph[0][2] = 1;
68  Graph[0][3] = 2;
69  Graph[0][4] = 0;
70  Graph[0][5] = 0;
71  Graph[0][6] = 0;
72
73  Graph[1][0] = 0;
74  Graph[1][1] = 0;
75  Graph[1][2] = 2;
76  Graph[1][3] = 0;
77  Graph[1][4] = 0;
78  Graph[1][5] = 3;
79  Graph[1][6] = 0;
80
81  Graph[2][0] = 1;
82  Graph[2][1] = 2;
83  Graph[2][2] = 0;
84  Graph[2][3] = 1;
85  Graph[2][4] = 3;
86  Graph[2][5] = 0;
87  Graph[2][6] = 0;
88
89  Graph[3][0] = 2;
90  Graph[3][1] = 0;
91  Graph[3][2] = 1;
92  Graph[3][3] = 0;
93  Graph[3][4] = 0;
94  Graph[3][5] = 0;
95  Graph[3][6] = 1;
96
97  Graph[4][0] = 0;
98  Graph[4][1] = 0;
99  Graph[4][2] = 3;
```

```
88
89      Graph[3][0] = 2;
90      Graph[3][1] = 0;
91      Graph[3][2] = 1;
92      Graph[3][3] = 0;
93      Graph[3][4] = 0;
94      Graph[3][5] = 0;
95      Graph[3][6] = 1;
96
97      Graph[4][0] = 0;
98      Graph[4][1] = 0;
99      Graph[4][2] = 3;
100     Graph[4][3] = 0;
101     Graph[4][4] = 0;
102     Graph[4][5] = 2;
103     Graph[4][6] = 0;
104
105     Graph[5][0] = 0;
106     Graph[5][1] = 3;
107     Graph[5][2] = 0;
108     Graph[5][3] = 0;
109     Graph[5][4] = 2;
110     Graph[5][5] = 0;
111     Graph[5][6] = 1;
112
113     Graph[6][0] = 0;
114     Graph[6][1] = 0;
115     Graph[6][2] = 0;
116     Graph[6][3] = 1;
117     Graph[6][4] = 0;
118     Graph[6][5] = 1;
119     Graph[6][6] = 0;
120
121     u = 0;
122     Dijkstra(Graph, n, u);
123
124     return 0;
125 }
```