

Lab-9

Bellman-Ford

#include <stdio.h>

```
int Bellman-Ford (int G[20][20], int v, int E  
int edge[20][20])  
{
```

```
    int i, u, v, k, distance[20], Parent[20], S, Flag  
    = 1;
```

```
    for (i=0; i<V; i++)
```

```
        distance[i] = 1000, Parent[i] = -1;
```

```
    printf("Enter Source:");
```

```
    scanf("%d", &S)
```

```
    distance[S] = 0;
```

```
    for (i=0; i<V; i++)
```

```
    {
```

```
        for (k=0; k<E; k++)
```

```
        {
```

```
            u = edge[k][0], v = edge[k][1];
```

```
            if (distance[u] + G[u][v] < distance[v])
```

```
                distance[v] = distance[u] + G[u][v];
```

```
                Parent[v] = u;
```

```
        }
```

```
    }
```

```
    for (k=0; k<E; k++)
```

```
    {
```

```
        u = edge[k][0], v = edge[k][1];
```

```
        if (distance[u] + G[u][v] < distance[v])
```

```
            distance[v] = dist
```

```
            flag = 0;
```

```
    }
```

```
    int (flag)
```

```
    for (i=0; i<V; i++)
```

```
        printf("vertex %d → cost = %d
```

```
        Parent = %d \n" i+1,
```

```
distance [i], Parent [i]+1);  
return flag;
```

```
int main()
```

```
{
```

```
int v, edge [20][2], G [20][20], i, j, k = 0;  
Printf ("Bellman Ford \n");
```

```
Printf ("Enter no of vertices: ");
```

```
scanf ("%d", &v);
```

```
Printf ("Enter graph in matrix form: \n");
```

```
for (i = 0; i < v; i++);
```

```
for (j = 0; j < v; j++)
```

```
{
```

```
scanf ("%d", &G[i][j]);
```

```
if (G[i][j] != 0)
```

```
edge [k][0] = i, edge [k++][1] = j;
```

```
}
```

```
if (Bellman_Ford (G, v, k, edge))
```

```
Printf ("In NO Negative weight cycle \n");
```

```
else
```

```
Printf ("In Negative weight cycle exist \n");
```

```
return 0;
```

```
}
```