

## Program:

```
from queue import PriorityQueue

def ucs(start, goal, graph):
    queue = PriorityQueue()
    queue.put((0, start))
    visited = set()
    while not queue.empty():
        cost, node = queue.get()
        if node == goal:
            return cost
        if node not in visited:
            visited.add(node)
            for neighbor, weight in graph[node].items():
                if neighbor not in visited:
                    queue.put((cost + weight, neighbor))
    return -1

graph = {}
noOfVertices = int(input("Enter the number of vertices: "))
for i in range(noOfVertices):
    vertex = input(f"\nEnter vertex {i+1}: ")
    numOfNeighbors = int(input("Enter the number of neighbors: "))
    neighbors = {}
    for j in range(numOfNeighbors):
        neighbor = input(f"Enter neighbor {j+1}: ")
        weight = int(input(f"Enter the weight of edge ({vertex}, {neighbor}): "))
        neighbors[neighbor] = weight
    graph[vertex] = neighbors

start = input("\nEnter the start node: ")
goal = input("Enter the goal node: ")
cost = ucs(start, goal, graph)
if cost == -1:
    print("\nPath not found.")
else:
    print(f"\nThe minimum cost from {start} to {goal} = {cost}")
```

## Output:

```
Enter the number of vertices: 6

Enter vertex 1: A
Enter the number of neighbors: 2
Enter neighbor 1: B
Enter the weight of edge (A, B): 5
Enter neighbor 2: C
Enter the weight of edge (A, C): 1

Enter vertex 2: B
Enter the number of neighbors: 2
Enter neighbor 1: C
Enter the weight of edge (B, C): 2
Enter neighbor 2: D
Enter the weight of edge (B, D): 1

Enter vertex 3: C
Enter the number of neighbors: 2
Enter neighbor 1: B
Enter the weight of edge (C, B): 2
Enter neighbor 2: E
Enter the weight of edge (C, E): 8

Enter vertex 4: D
Enter the number of neighbors: 3
Enter neighbor 1: F
Enter the weight of edge (D, F): 6
Enter neighbor 2: B
Enter the weight of edge (D, B): 1
Enter neighbor 3: E
Enter the weight of edge (D, E): 3

Enter vertex 5: F
Enter the number of neighbors: 0
```

```
Enter vertex 6: E
Enter the number of neighbors: 2
Enter neighbor 1: C
Enter the weight of edge (E, C): 8
Enter neighbor 2: D
Enter the weight of edge (E, D): 3
```

```
Enter the start node: A
Enter the goal node: F
```

```
The minimum cost from A to F = 10
```