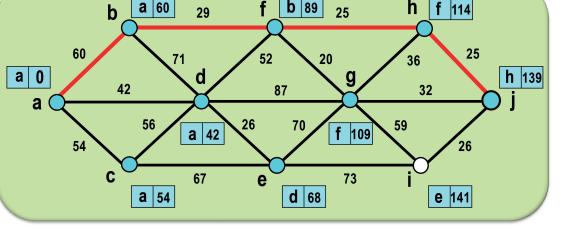
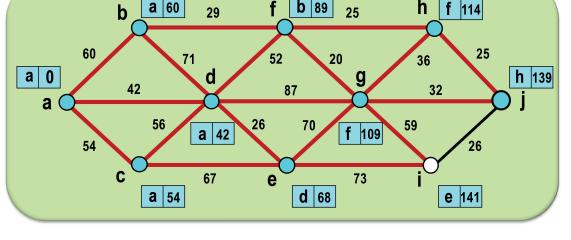
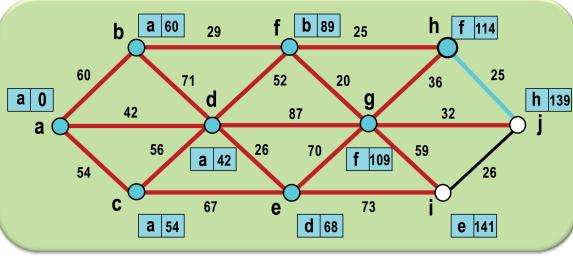
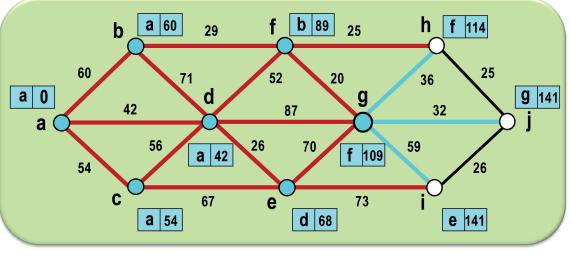
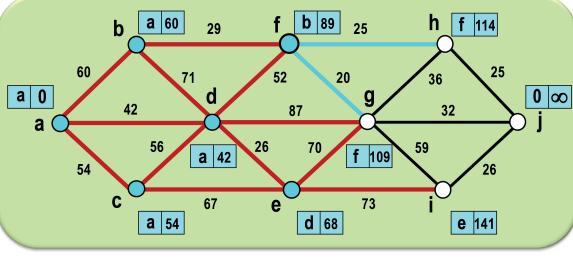
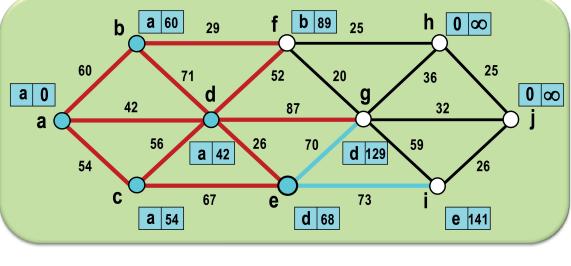
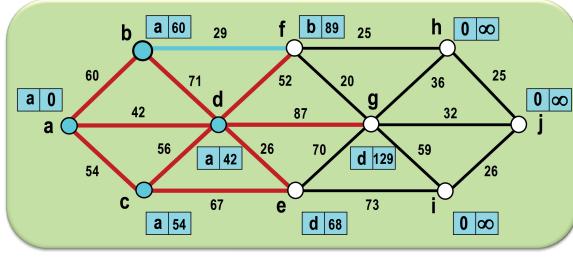
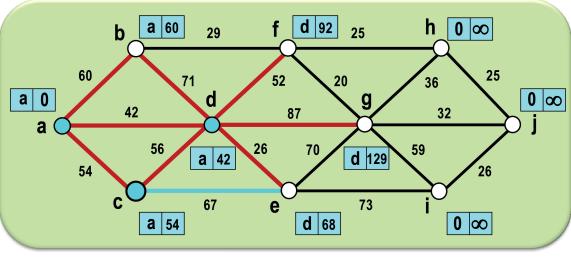
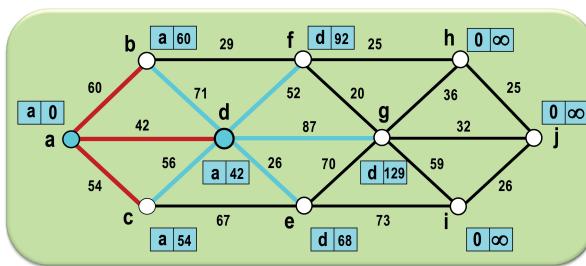
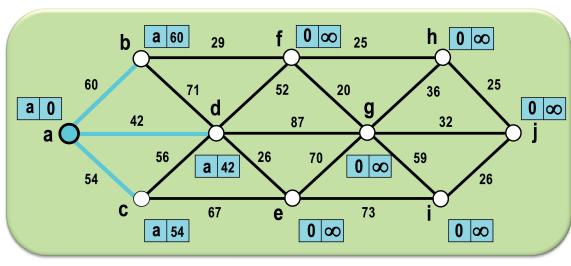
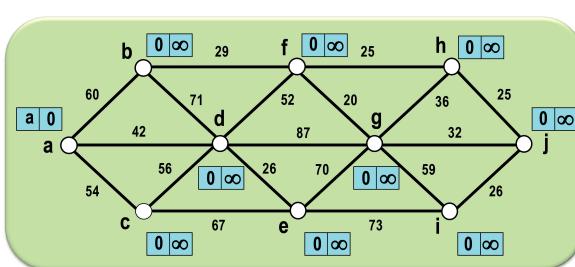
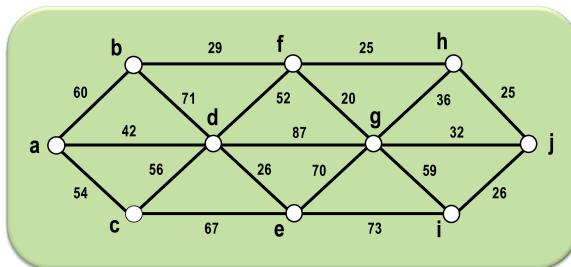


TRABALHO REFERENTE A AVALIAÇÃO 3

- 1) Explique o algoritmo de Dijkstra para o caminho mais curto em grafo usando as figuras do exemplo a seguir, depois implemente em C o algoritmo de Dijkstra.



A

Ler $G = (N, M)$ e $D = [d_{ij}]$, onde d_{ij} é o custo da aresta (i, j)

$dt[1] \leftarrow 0$

$rot[1] \leftarrow \infty$

Para $i \leftarrow 2$ até n Faça

$dt[i] \leftarrow \infty$

$rot[i] \leftarrow 0$

Fim_Para

$A \leftarrow \{N\}$

$F \leftarrow \emptyset$

Enquanto $F \neq N$ Faça

$r \leftarrow j \in A$, tal que $dt[j]$ é mínimo dentre os elementos de A

$F \leftarrow F \cup \{r\}$

$A \leftarrow A \setminus \{r\}$

$V \leftarrow V \setminus F$

 Para $i \in V$ Faça

$p \leftarrow \min \{dt[i], (dt[r] + d_{ri})\}$

 Se $p < dt[i]$

$dt[i] \leftarrow p$

$rot[i] \leftarrow r$

 Fim_Se

 Fim_Para

Fim_Enquanto