write a program for distance vector algorithm to #include < stdio. hs # Enclude < stallb. h> ent Bellman Ford (ent 9[20][20], ent V, int E, ent edge [20][20] int i, v, v, k, distance[20], parent[20], s, flag=1; for (=0; kv; i++) distance [i] = 1000, parent [i] =-1. print ("Enter source;"); scanf (" ".d", & s); distance[s-1]=0; (or (i=0', i<v-1'; i++) lon (k=0; k< E; k++) U = edge [k][0], x = edge[k][i]; (distance [v] + q[v][v] < distance[v]) distance [v] = distance[v] + q[v][v], parent [v] = U; for (k=0; K<E; K++) V = edge[k][o], V = edge [k][i]; if (distance[v]+G[v][v] < distance[v]) if (flag) for (i=0; i<v; i++) print (" vertex %. d -> cost = %.d, parent = %.d n", it, distance [i], parent [i]+1); return plag; int man () ent V, edge[20][2], 9[20][20], i, i, k=0; print ("Enter no of vertices");

scanf (elgod", lV); print ("Enter graph in matria form: \n"); jon (i=0°,i<v';i++) (or g = 0; j < v; j++) d scanf (e2%, d", & GGJGJ); il (G[8][9]!=0) edgilk][o]=i, edge[k+1][i]=j; if (Bellman-Jord (G, V, K, edge)) prints (" in No negative weight cycle in"); print (" In Negative weight cycle exists In"); return o; Output: Enter no of vertices: 4 Enter graph in matrix form: Enter Source: 1 Vertex 1 -> cost = 0 parent=0 Vertex 2 > cost = 5 parent = 1 Vertex 3 -> cost = 5 parent = 4 Vertex 4 -> cost = 3 parent = 1 No negative weight cycle may do by

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BELLMAN FORD
Enter no. of vertices: 4
Enter graph in matrix form:
0 5 17 3
2035
8 5 0 2
1 3 2 0
Enter source: 1
Vertex 1 \rightarrow cost = 0 parent = 0
Vertex 2 \rightarrow cost = 5 parent = 1
Vertex 3 \rightarrow cost = 5 parent = 4
Vertex 4 \rightarrow cost = 3 parent = 1
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No negative weight cycle