

LAB-9

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```
#include<stdio.h>
#include<conio.h>
int a[10][10],d[10][10],n;
void floyds();
int min(int ,int);
void main()
{
    printf("Enter no of vertices\n");
    scanf("%d",&n);
    printf("Enter cost adjacency matrix :\n");
    for(int i=1;i<=n;i++)
    {
        for(int j=1;j<=n;j++)
            scanf("%d",&a[i][j]);
    }
    floyds();
    printf("Distance matrix :\n");
    for(int i=1;i<=n;i++)
    {
        for(int j=1;j<=n;j++)
            printf("%d ",d[i][j]);
        printf("\n");
    }
}

void floyds()
{
    for(int i=1;i<=n;i++)
    {
        for(int j=1;j<=n;j++)
            d[i][j]=a[i][j];
    }
    for(int k=1;k<=n;k++)
    {
        for(int i=1;i<=n;i++)
        {
            for(int j=1;j<=n;j++)
            {
                d[i][j]=min(d[i][j],d[i][k]+d[k][j]);
            }
        }
    }
}
```

```

    }
}
int min(int a,int b)
{
    if(a<b)
        return a;
    else
        return b;
}

```

```

Enter no of vertices
4
Enter cost adjacency matrix :
1 0 1 1
0 1 0 1
1 1 1 1
1 0 1 1
Distance matrix :
0 0 0 1
0 0 0 1
1 1 1 1
0 0 0 1

...Program finished with exit code 0
Press ENTER to exit console.

```

```
#include<stdio.h
```

```
>
```

```
void warshalls();
```

```
int a[10][10], p[10][10],i,j,k,n;
```

```
void main()
```

```
{
```

```
printf("Enter number of vertices\n");
```

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

```
printf("Enter adjacency matrix\n");
```

```
for(i=1;i<=n;i++)
```

```
{
```

```
for(j=1;j<=n;j++)
```

```
{
```

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

```
}
```

```
}
```

```
warshalls();
```

```
printf("Path Matrix\n");
```

```
for(i=1;i<=n;i++)
```

```
{
```

```
for(j=1;j<=n;j++)

{

printf("%d",p[i][j]);

}

printf("\n");

}

}

void warshalls()

{

for(i=1;i<=n;i++)

{

for(j=1;j<=n;j++)

{
```

```
p[i][j]=a[i][j];
```

```
}
```

```
}
```

```
for (k=1;k<=n;k++)
```

```
{
```

```
for (i=1;i<=n;i++)
```

```
{
```

```
for (j=1;j<=n;j++)
```

```
{
```

```
if ((p[i][j]!=1) && (p[i][k]==1 &&  
p[k][j]==1))
```

```
p[i][j]=1;
```

```
}
```

```
}
```

}

}

Enter number of vertices

4

Enter adjacency matrix

0 1 1 0

0 0 0 1

0 0 0 0

0 0 0 0

Path Matrix

0111

0001

0000

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