Program 8:- Write a program to find the shortest path between vertices using the bellmanford algorithm

```
import java.util.Scanner;
public class ford
 private int D∏;
 private int num_ver;
 public static final int MAX_VALUE = 999;
 public ford(int num_ver)
   this.num_ver = num_ver;
   D = new int[num_ver + 1];
 public void BellmanFordEvaluation(int source, int A[][])
 for (int node = 1; node <= num_ver; node++)</pre>
     D[node] = MAX_VALUE;
 D[source] = 0;
 for (int node = 1; node <= num ver - 1; node++)
    for (int sn = 1; sn \le num_ver; sn++)
     for (int dn = 1; dn \le num_ver; dn++)
       if (A[sn][dn] != MAX_VALUE)
         if (D[dn] > D[sn] + A[sn][dn])
           D[dn] = D[sn] + A[sn][dn];
 for (int sn = 1; sn \le num_ver; sn++)
  for (int dn = 1; dn \le num_ver; dn++)
   if (A[sn][dn] != MAX_VALUE)
     if (D[dn] > D[sn] + A[sn][dn])
System.out.println("The Graph contains negative egde cycle");
}
```

```
for (int vertex = 1; vertex <= num ver; vertex++)</pre>
System.out.println("distance of source"+source+"to"+vertex+"is" + D[vertex]);
 }
}
 public static void main(String[] args)
  int num_ver = 0;
  int source;
  Scanner scanner = new Scanner(System.in);
  System.out.println("Enter the number of vertices");
   num_ver = scanner.nextInt();
   int A[][] = new int[num ver + 1][num ver + 1];
  System.out.println("Enter the adjacency matrix");
  for (int sn = 1; sn \le num_ver; sn++)
  for (int dn = 1; dn \le num_ver; dn++)
    A[sn][dn] = scanner.nextInt();
    if (sn == dn)
      A[sn][dn] = 0;
      continue;
    if (A[sn][dn] == 0)
      A[sn][dn] = MAX_VALUE;
    System.out.println("Enter the source vertex");
    source = scanner.nextInt();
    ford b = new ford (num_ver);
    b.BellmanFordEvaluation(source, A);
    scanner.close();
 }
```