
Assignment #3

Write a program to implement the Floyd-Warshall Algorithm to find All-Pair Shortest path. You must maintain two arrays

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#include <bits/stdc++.h>
using namespace std;
int n, e;
void inti(vector<vector<int>> dis, vector<vector<int>> &pi)
{
    for (int k = 0; k < n; k++)
    {
        for (int j = 0; j < n; j++)
        {
            if (dis[k][j] == INT_MAX || dis[k][j] == 0)
                pi[k][j] = -1;
            else
                pi[k][j] = k;
        }
    }
}

int main()
{
    cout << "Enter the numbers of nodes and edges" << endl;
    cin >> n >> e;

    vector<vector<int>> d
    {
        {0, 3, 8, INT_MAX, -4},
        {INT_MAX, 0, INT_MAX, 1, 7},
        {INT_MAX, 4, 0, INT_MAX, INT_MAX},
        {2, INT_MAX, -5, 0, INT_MAX},
        {INT_MAX, INT_MAX, INT_MAX, 6, 0}};

    vector<vector<vector<int>>> dis(n + 1, d);
    vector<vector<vector<int>>> pi(n + 1, d);

    dis[0] = d;
    inti(dis[0], pi[0]);

    for (int k = 1; k <= n; k++)
    {
        dis[k] = dis[k - 1];
        pi[k] = pi[k - 1];
        for (int i = 0; i < n; i++)
        {
            for (int j = 0; j < n; j++)
            {
                if (dis[k - 1][i][k - 1] != INT_MAX && dis[k - 1][k - 1][j] != INT_MAX)
                    if ((dis[k - 1][i][k - 1] + dis[k - 1][k - 1][j]) < dis[k - 1][i][j])

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        {
            dis[k][i][j] = dis[k - 1][i][k - 1] + dis[k - 1][k - 1][j];
            pi[k][i][j] = pi[k - 1][k - 1][j];
        }
    }
}

for (int k = 1; k <= n; k++)
{
    cout << "D" << k << endl;
    for (int i = 0; i < n; i++)
    {
        for (int j = 0; j < n; j++)
        {
            if (dis[k][i][j] == INT_MAX)
            {
                cout << "I" << " ";
            }
            else
            {
                cout << dis[k][i][j] << " ";
            }
        }
        cout << endl;
    }
    cout << endl;
}

for (int k = 1; k <= n; k++)
{
    cout << "pi" << k << endl;
    for (int i = 0; i < n; i++)
    {
        for (int j = 0; j < n; j++)
        {
            if (pi[k][i][j] == -1)
                cout << "NIL" << "\t";

            else
                cout << pi[k][i][j] + 1 << "\t";
        }
        cout << endl;
    }
}
}

```