Aim: Implement dijkotra's algorithm to compute phostest path for given topology code = #include < bitplotac++. by Hincwde (Umity. h) Hinclude (Staio. h) Uping namespace std; int min Dist (int d[3, bool 8[3) int min= INTMAX, mali for Cint V=0; VXV; V++) if (S[v]=falke by o[v](=min) $min = dEvJ, m_{-i} = v_{i}$ en en m_i servin m-i void print solution (int druck [3) print (" vertex dipt from pource");
for (int i=o; ixv: i+t)

print ("vertex dipt from pource");

print ("vertex dipt from pource"); void dijuptra (int gsr JEV), into) int d[v]; bool &[v];
for (int i=0; ixv; i++)

d[i]=INTMAY(S[i]) =folor;

SPLASH dtore]=0 for (int c=0; cxx-1; c++) {
int u=mind(dist,s); SEUJ= true; for Cint V= 0; V < V; V++) it Cipt v3 de grustrs et drustd [r]-d[u]+g[u][r]; point dolution (dipt); int gergerz; for (int i=0; i<V; i+t) for (in+ j=0; j< Y; j++) (in>>> g[i][j]; dijkotra Grapno); serm oj

OUTPUT enter graph Distance from source