### **LAB-10**

# Question:

- 1. From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.
- 2. Program on Kruskal's algorithm.
- 3. Implement "N-Queens Problem" using Backtracking.

## **1.SOURCE CODE:**

```
#include <stdio.h>
#define MAX 100
#define INF 9999
void dijkstras(int c[MAX][MAX], int n, int src) {
  int dist[MAX]; // To store the shortest distance from src to each vertex
  int vis[MAX]; // To track if a vertex is visited
  int count, min, u, i, j;
  // Initialize distance and visited arrays
  for (i = 1; i \le n; i++) {
    dist[i] = c[src][i];
    vis[i] = 0;
  }
  dist[src] = 0;
  vis[src] = 1;
  count = 1;
  while (count != n) {
    min = INF;
    // Find the vertex with the minimum distance which is not yet visited
    for (i = 1; i \le n; i++) {
      if (dist[j] < min && vis[j] != 1) {
        min = dist[j];
```

```
u = j;
      }
    }
    vis[u] = 1;
    count++;
    // Update the distances of the adjacent vertices of the selected vertex
    for (j = 1; j \le n; j++) {
      if ((min + c[u][j] < dist[j]) && (vis[j] != 1)) {
        dist[j] = min + c[u][j];
      }
  }
  // Print the shortest distances from src to all vertices
  printf("Shortest distances from node %d:\n", src);
 for (i = 1; i \le n; i++) {
    printf("%d -> %d: %d\n", src, i, dist[i]);
  }
}
int main() {
  int n, src;
  int cost[MAX][MAX];
  printf("Enter the number of vertices: ");
  scanf("%d", &n);
  printf("Enter the cost matrix:\n");
 for (int i = 1; i \le n; i++) {
    for (int j = 1; j \le n; j++) {
      scanf("%d", &cost[i][j]);
      if (cost[i][j] == 0 \&\& i != j) {
        cost[i][j] = INF;
```

```
}
}

printf("Enter the source node: ");
scanf("%d", &src);

dijkstras(cost, n, src);

return 0;
}
```

#### **RESULT:**

```
©:\ C:\Users\student\Desktop\IBI × + \
Enter the number of vertices: 5
Enter the cost matrix:
0 60 100 9999 10
9999 0 9999 50 9999
9999 9999 0 9999 20
9999 9999 20 0 9999
9999 9999 5 0
Enter the source node: 1
Shortest distances from node 1:
1 -> 1 : 0
1 -> 2 : 60
1 -> 3 : 35
1 -> 4 : 15
1 -> 5 : 10
Process returned 0 (0x0) execution time : 40.158 s
Press any key to continue.
```

### 2.SOURCE CODE:

```
#include <stdio.h>
#define MAX 100
#define INF 9999
// Structure to represent an edge in the graph
struct Edge {
  int u, v, weight;
};
// Structure to represent a subset for union-find
struct Subset {
  int parent;
  int rank;
};
int find(struct Subset subsets[], int i) {
  if (subsets[i].parent != i)
    subsets[i].parent = find(subsets, subsets[i].parent);
  return subsets[i].parent;
}
void Union(struct Subset subsets[], int x, int y) {
  int xroot = find(subsets, x);
  int yroot = find(subsets, y);
  if (subsets[xroot].rank < subsets[yroot].rank)</pre>
    subsets[xroot].parent = yroot;
  else if (subsets[xroot].rank > subsets[yroot].rank)
    subsets[yroot].parent = xroot;
  else {
    subsets[yroot].parent = xroot;
    subsets[xroot].rank++;
  }
```

```
}
void kruskals(int c[MAX][MAX], int n) {
  struct Edge edges[MAX * MAX]; // Array to store all edges
  struct Subset subsets[MAX];
  int ne = 0; // Number of edges in minimum spanning tree
  int mincost = 0; // Cost of minimum spanning tree
  int i, j, k;
  // Initialize subsets for union-find
  for (i = 1; i \le n; i++) {
    subsets[i].parent = i;
    subsets[i].rank = 0;
 }
  // Store all edges in the graph in the edges array
  k = 0;
  for (i = 1; i \le n; i++)
    for (j = 1; j \le n; j++) {
      if (c[i][j] != INF) {
        edges[k].u = i;
        edges[k].v = j;
        edges[k].weight = c[i][j];
        k++;
     }
   }
  }
  // Sort edges based on their weights
  for (i = 0; i < k - 1; i++) {
    for (j = 0; j < k - i - 1; j++) {
      if (edges[j].weight > edges[j + 1].weight) {
        struct Edge temp = edges[j];
        edges[j] = edges[j + 1];
        edges[j + 1] = temp;
```

```
}
  }
 // Iterate through all sorted edges
 for (i = 0; i < k; i++) {
    int u = edges[i].u;
    int v = edges[i].v;
    int set_u = find(subsets, u);
    int set_v = find(subsets, v);
    if (set_u != set_v) {
      // Include this edge in the minimum spanning tree
      printf("%d -> %d : %d\n", u, v, edges[i].weight);
      Union(subsets, set_u, set_v);
      mincost += edges[i].weight;
      ne++;
   }
  }
  printf("Minimum cost of spanning tree: %d\n", mincost);
}
int main() {
  int n;
  int cost[MAX][MAX];
  printf("Enter the number of vertices: ");
  scanf("%d", &n);
  printf("Enter the cost matrix:\n");
  for (int i = 1; i \le n; i++) {
    for (int j = 1; j \le n; j++) {
      scanf("%d", &cost[i][j]);
```

```
if (cost[i][j] == 0 && i != j) {
      cost[i][j] = INF;
      }
    }
    kruskals(cost, n);
    return 0;
}
```

#### **RESULT:**

```
©: C:\Users\student\Desktop\IBI × + ~
Enter the number of vertices: 7
Enter the cost matrix:
0 28 9999 9999 9999 10 9999
28 0 16 9999 9999 9999 14
9999 16 0 12 9999 9999 9999
9999 9999 12 0 22 9999 18
9999 9999 9999 22 0 25 24
10 9999 9999 9999 25 0 9999
9999 14 9999 18 24 9999 0
1 -> 6 : 10
3 -> 4 : 12
2 -> 7 : 14
2 -> 3 : 16
4 -> 5 : 22
5 -> 6 : 25
Minimum cost of spanning tree: 99
Process returned 0 (0x0) execution time : 340.851 s
Press any key to continue.
```

## 3.SOURCE CODE:

```
#include <stdio.h>
#include <stdlib.h>
#define MAX 100
int place(int x[], int k) {
for (int i = 1; i < k; i++) {
if (x[i] == x[k] || abs(x[i] - x[k]) == abs(i - k)) {
return 0;
}
return 1;
}
void nqueens(int n) {
int x[MAX];
int k = 1;
x[k] = 0;
while (k > 0) {
x[k] = x[k] + 1;
while (x[k] \le n \&\& !place(x, k)) {
x[k] = x[k] + 1;
}
if (x[k] \le n) {
if (k == n) {
for (int i = 1; i \le n; i++) {
printf("%d ", x[i]);
```

```
}
printf("\n");
} else {
k++;
x[k] = 0;
}else{
k--;
int main() {
int n;
printf("Enter the number of queens: ");
scanf("%d", &n);
if (n < 1 || n > MAX) {
printf("Invalid number of queens. Please enter a value between 1 and %d.\n",
MAX);
return 1;
}
printf("The solutions are:\n");
nqueens(n);
return 0;
}
```

# **RESULT:**

```
Enter the number of queens: 5
The solutions are:
1 3 5 2 4
1 4 2 5 3
2 4 1 3 5
2 5 3 1 4
3 1 4 2 5
3 5 2 4 1
4 1 3 5 2
4 2 5 3 1
5 2 4 1 3
5 3 1 4 2
```