CYCLE-2

LAB-3:Implement Dijkstra's algorithm to compute the shortest path for a given topology.

```
Program:
#include <iostream>
using namespace std;
int a[30][30], source, dist[30], path[30];
void dijkstar(int a[][30], int n)
  int visited[n];
  for (int i = 0; i < n; i++)
    dist[i] = a[source][i];
     path[i] = source;
    visited[i] = 0;
  }
  visited[source] = 1;
  for (int c = 0; c < n; c++)
    int min = 999, u;
    for (int j = 0; j < n; j++)
       if (dist[j] < min \&\& visited[j] != 1)
         min = dist[j];
         u = j;
    }
    visited[u] = 1;
    for (int i = 0; i < n; i++)
       if (min + a[u][i] < dist[i])
         dist[i] = min + a[u][i];
          path[i] = u;
       }
    }
  }
}
int main()
  int n;
  cout << "Enter the no. of vertices :" << endl;
  cout << "Enter the adjacency matrix(Enter 9999 for infinity):" << endl;</pre>
  for (int i = 0; i < n; i++)
  {
    for (int j = 0; j < n; j++)
    {
       cin >> a[i][j];
    }
  }
```

```
cout << "Enter the source vertex :" << endl;
cin >> source;
cout << "The shortest paths from vertex ' " << source << " ' are :" << endl;
cout << "Vertex paths" << endl;
dijkstar(a, n);
for (int i = 0; i < n; i++)
{
    int k = i;
    while (k != source)
    {
        cout << k << " <- ";
        k = path[k];
    }
        cout << source << " = ";
        cout << "Path cost:" << dist[i] << endl;
}
return 0;
}</pre>
```

Output:

C:\Users\prema\Desktop\djikstra.exe

```
Enter the no. of vertices :
Enter the adjacency matrix(Enter 9999 for infinity):
0 10 9999 9999 6
9999 0 1 9999 2
9999 9999 0 5 9999
6 9999 7 0 9999
9999 3 9 2 0
Enter the source vertex :
The shortest paths from vertex ' 1 ' are :
Vertex paths
0 <- 3 <- 4 <- 1 = Path cost:10
1 = Path cost:0
2 <- 1 = Path cost:1
3 <- 4 <- 1 = Path cost:4
4 <- 1 = Path cost:2
Process returned 0 (0x0)
                          execution time : 35.891 s
Press any key to continue.
```