SCREENSHOTS OF OUTPUTS

DIJIKSTRA'S ALGORITHMN - DIRECTED

```
prachi@Prachis-MacBook-Air DSALGOPROJ2 % /usr/bin/python3 /Users/prachi/Downloads/DSALGOPROJ2/source_Code.py
-----Shortest Path Dijkstra Algorithm------
 Shortest path for the Graph 0
Number of Vertices: 6
Number of Edges: 10
The Graph is DIRECTED
Source vertex: A
                                                                1 and path is
2 and path is
3 and path is
3 and path is
Cost of shortest path from the node A \rightarrow B is
                                                                                      A C
A C D
Cost of shortest path from the node A -> C is
Cost of shortest path from the node A -> D is
Cost of shortest path from the node A -> E is
                                                                                       ABE
Cost of shortest path from the node A -> F is
                                                                6 and path is
Runtime for Dijkstras Algorithm: 1 Seconds
 Shortest path for the Graph 1
Number of Vertices: 11
Number of Edges: 21
The Graph is DIRECTED
Source vertex: A
Cost of shortest path from the node A \rightarrow B is Cost of shortest path from the node A \rightarrow C is
                                                                 4 and path is
                                                                                       A B
                                                                 15 and path is A B C
Cost of shortest path from the node A \rightarrow E is Cost of shortest path from the node A \rightarrow D is
                                                                 15 and path is A B D E
                                                                 13 and path is
                                                                                       ABD
Cost of shortest path from the node A -> F is
                                                                 19 and path is A B D F
Cost of shortest path from the node A -> G is
                                                                 22 and path is ABDEG
Cost of shortest path from the node A -> H is
                                                                 19 and path is ABDEH
Cost of shortest path from the node A \to I is Cost of shortest path from the node A \to K is Cost of shortest path from the node A \to I is
                                                                 29 and path is A B D E H I
30 and path is A B D E H K
                                                                 31 and path is ABDEHIJ
```

DIJIKSTRA'S ALGORITHM UNDIRECTED

```
Shortest path for the Graph 5
Number of Vertices: 10
Number of Edges: 11
The Graph is UNDIRECTED
Source vertex: B
Cost of shortest path from the node B -> A is
                                             3 and path is
Cost of shortest path from the node B -> D is
                                             4 and path is
                                                              BAD
Cost of shortest path from the node B -> E is
                                             8 and path is
                                                              BAE
Cost of shortest path from the node B -> C is
                                             4 and path is
                                                              B C
Cost of shortest path from the node B -> F is
                                             14 and path is B A E F
Cost of shortest path from the node B -> G is
                                                             BAEFG
                                              21 and path is
Cost of shortest path from the node B -> H is
                                              23 and path is
                                                              BAE
                                                                   F
                                                              BAEFGI
Cost of shortest path from the node B -> I is
                                              29 and path is
                                              34 and path is BAEFHJ
Cost of shortest path from the node B -> J is
Runtime for Dijkstras Algorithm: 1 Seconds
 Shortest path for the Graph 6
Number of Vertices: 13
Number of Edges: 25
The Graph is UNDIRECTED
Source vertex: A
Cost of shortest path from the node A -> D is
                                             1 and path is
                                                              A D
                                                              A B
Cost of shortest path from the node A -> B is
                                             4 and path is
Cost of shortest path from the node A -> E is
                                             3 and path is
                                                              A E
Cost of shortest path from the node A -> H is
                                              25 and path is A D H
Cost of shortest path from the node A -> I is
                                              24 and path is
                                                              AEI
Cost of shortest path from the node A -> F is
                                                             A B F
                                              10 and path is
Cost of shortest path from the node A -> C is
                                                             ABC
                                              11 and path is
Cost of shortest path from the node A -> G is
                                              18 and path is
                                                             ABFG
Cost of shortest path from the node A -> J is
                                              28 and path is
                                                             ABF
                                                                   J
Cost of shortest path from the node A -> K is
                                              20 and path is ABCK
Cost of shortest path from the node A -> L is
                                             32 and path is ABFGL
Cost of shortest path from the node A -> M is
                                             31 and path is ABFGM
Runtime for Dijkstras Algorithm: 1 Seconds
```

KRUSKAL'S ALGORITHM

```
-Minimum Spanning Tree (Kruskal Algorithm)-
Minimum Spanning Tree for graph 5
Edge Selected
                    Weight
    A -> D
D -> C
A -> B
A -> E
F -> G
                       1
2
3
5
6
                       7
8
    G -> I
F -> H
H -> J
                       9
                       11
The total Cost for Minimum Spanning Tree is 52
Runtime for Kruskal Algorithm: 1 Seconds
Minimum Spanning Tree for graph 6
Edge Selected
                    Weight
    A -> D
D -> E
                       1
2
4
6
    A -> B
B -> F
     B -> C
                       7
8
9
12
     F -> G
     C -> K
     K -> M
     G -> L
                       14
     J -> L
                       16
     I -> J
                       19
     H -> I
                       22
The total Cost for Minimum Spanning Tree is 120
Runtime for Kruskal Algorithm: 1 Seconds
```

STRONGLY CONNECTED GRAPHS

```
-Strongly Connected Components--
Strongly connected components for graph0
No.of vertices: 6
FEDCBA
Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph1
No. of vertices: 11
KJIFHGEDCBA
Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph2
No. of vertices: 12
KJILHBFGEDCA
Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph3
No.of vertices: 11
FNKTGEDCASB
Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph4
No.of vertices: 13
MLKICDHABFEJG
Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph5
No. of vertices: 10
CBDEAIGJHF
 Runtime for calculating SCC: 1 Seconds
Strongly connected components for graph6
No.of vertices: 13
LJIHMGFEDKCBA
Runtime for calculating SCC: 1 Seconds
```