

Implement the Dijkstra Algorithm used for Link State Routing

Code:

```
#include<bits/stdc++.h>

using namespace std;

int len;

int mindis(int distance[], bool ggset[])
{
    int min = INT_MAX, min_index;

    for (int v = 0; v < len; v++)
        if (ggset[v] == false && distance[v] <= min)
            min = distance[v], min_index = v;

    return min_index;
}

void print(int parent[], int j)
{
    if (parent[j] == - 1)
        return;

    print(parent, parent[j]);
```

```
    cout<<" "<<j;  
}
```

```
int main()  
{  
    cout<<"ENTER THE NUMBER OF ROUTERS : ";  
    cin>>len;  
    vector< vector<int> > route(len,vector<int>(len,0));  
    cout<<"ENTER THE MATRIX : \n";  
    for(int i=0;i<len;i++){  
        for(int j=0;j<len;j++){  
            cin>>route[i][j];  
        }  
    }  
    int src=0;  
    int distance[len];  
    bool ggset[len];  
    int parent[len];  
    for (int i = 0; i < len; i++)  
    {  
        parent[0] = -1;  
        distance[i] = INT_MAX;  
        ggset[i] = false;
```

```

}

distance[src] = 0;

for (int count = 0; count < len - 1; count++)
{
    int u = mindis(distance, ggset);
    ggset[u] = true;
    for (int v = 0; v < len; v++)
        if (!ggset[v] && route[u][v] &&
            distance[u] + route[u][v] < distance[v])
        {
            parent[v] = u;
            distance[v] = distance[u] + route[u][v];
        }
}

int st = 0;
cout<<"Vertex\t\tDistance\t\tPath\n";
for (int i = 1; i < len; i++)
{
    cout<<st<<" -> "<<i<<"\t\t"<< distance[i]<<"\t\t"<< st;
    print(parent, i);
    cout<<"\n";
}

return 0;
}

```

Result:

```
D:\SYSTEM DATA\Desktop\dijkstra_link_state.exe
ENTER THE NUMBER OF ROUTERS : 9
ENTER THE MATRIX :
0 12 0 4 0 0 0 8 0
6 0 4 0 0 4 0 1 0
2 8 0 7 3 4 0 0 2
0 0 7 4 9 14 0 0 0
1 0 0 9 0 10 0 0 0
0 0 4 0 10 0 2 0 0
4 0 0 14 0 2 0 1 6
8 11 0 6 0 0 1 0 7
0 0 2 0 7 0 1 7 9
Vertex      Distance      Path
0 -> 1      12           0 1
0 -> 2      11           0 3 2
0 -> 3       4           0 3
0 -> 4      13           0 3 4
0 -> 5      11           0 7 6 5
0 -> 6       9           0 7 6
0 -> 7       8           0 7
0 -> 8      13           0 3 2 8
```