

Program:

```
public class DijkstraAlgorithm {

    public void dijkstraAlgorithm(int[][] graph, int source) {
        // number of nodes
        int nodes = graph.length;
        boolean[] visited_vertex = new boolean[nodes];
        int[] dist = new int[nodes];
        for (int i = 0; i < nodes; i++) {
            visited_vertex[i] = false;
            dist[i] = Integer.MAX_VALUE;
        }

        // Distance of self loop is zero
        dist[source] = 0;
        for (int i = 0; i < nodes; i++) {

            // Updating the distance between neighboring vertex and source
vertex
            int u = find_min_distance(dist, visited_vertex);
            visited_vertex[u] = true;

            // Updating the distances of all the neighboring vertices
            for (int v = 0; v < nodes; v++) {
                if (!visited_vertex[v] && graph[u][v] != 0 && (dist[u] +
graph[u][v] < dist[v])) {
                    dist[v] = dist[u] + graph[u][v];
                }
            }
            for (int i = 0; i < dist.length; i++) {
                System.out.println(String.format("Distance from Vertex %s to
Vertex %s is %s", source, i, dist[i]));
            }
        }

        // defining the method to find the minimum distance
        private static int find_min_distance(int[] dist, boolean[]
visited_vertex) {
            int minimum_distance = Integer.MAX_VALUE;
            int minimum_distance_vertex = -1;
            for (int i = 0; i < dist.length; i++) {
                if (!visited_vertex[i] && dist[i] < minimum_distance) {
                    minimum_distance = dist[i];
                    minimum_distance_vertex = i;
                }
            }
        }
    }
}
```

```

    }
    return minimum_distance_vertex;
}

public static void main(String[] args) {
    // declaring the nodes of the graphs
    int graph[][] = new int[][] {
        { 0, 1, 1, 2, 0, 0, 0 },
        { 0, 0, 2, 0, 0, 3, 0 },
        { 1, 2, 0, 1, 3, 0, 0 },
        { 2, 0, 1, 0, 2, 0, 1 },
        { 0, 0, 3, 0, 0, 2, 0 },
        { 0, 3, 0, 0, 2, 0, 1 },
        { 0, 2, 0, 1, 0, 1, 0 }
    };

    DijkstraAlgorithm Test = new DijkstraAlgorithm();

    Test.dijkstraAlgorithm(graph, 0);
}

/*OUTPUT:
    Distance from Vertex 0 to Vertex 0 is 0
Distance from Vertex 0 to Vertex 1 is 1
Distance from Vertex 0 to Vertex 2 is 1
Distance from Vertex 0 to Vertex 3 is 2
Distance from Vertex 0 to Vertex 4 is 4
Distance from Vertex 0 to Vertex 5 is 4
Distance from Vertex 0 to Vertex 6 is 3

*/

```

Pgm6 a & b : Implement Warshall and Floyd's algorithm

Warshall's and Floyd's Algorithm

Warshall's Algorithm is used to compute the **transitive closure** of a directed graph, whereas **Floyd's Algorithm (Floyd-Warshall Algorithm)** is used to find the **shortest paths between all pairs of vertices** in a weighted graph.

... all pairs of vertices $\rightarrow O(V^3)$.

Program:

```
import java.lang.*;

public class AllPairShortestPath {
    final static int INF = 99999, V = 4;

    void floydWarshall(int dist[][])
    {
        int i, j, k;

        /* Add all vertices one by one to the set of intermediate vertices.
        ---> Before start of an iteration,
            we have shortest
            distances between all pairs
            of vertices such that
            the shortest distances consider
            only the vertices in
```

6

```

        set {0, 1, 2, .. k-1} as
        intermediate vertices.
----> After the end of an iteration,
        vertex no. k is added
        to the set of intermediate
        vertices and the set
        becomes {0, 1, 2, .. k} */
for (k = 0; k < V; k++) {
    // Pick all vertices as source one by one
    for (i = 0; i < V; i++) {
        // Pick all vertices as destination for the
        // above picked source
        for (j = 0; j < V; j++) {
            // If vertex k is on the shortest path
            // from i to j, then update the value of
            // dist[i][j]
            if (dist[i][k] + dist[k][j]
                < dist[i][j])
                dist[i][j]
                    = dist[i][k] + dist[k][j];
        }
    }
}

// Print the shortest distance matrix
printSolution(dist);
}

void printSolution(int dist[][])
{
    System.out.println(
        "The following matrix shows the shortest "
        + "distances between every pair of vertices");
    for (int i = 0; i < V; ++i) {
        for (int j = 0; j < V; ++j) {
            if (dist[i][j] == INF)
                System.out.print("INF ");
            else
                System.out.print(dist[i][j] + " ");
        }
        System.out.println();
    }
}

// Driver's code
public static void main(String[] args)
{
    /* Let us create the following weighted graph

```

```

      10
(0)----->(3)
|           /\
5 |           |
|           | 1
\|/         |
(1)----->(2)
      3           */
int graph[][] = { { 0, 5, INF, 10 },
                  { INF, 0, 3, INF },
                  { INF, INF, 0, 1 },
                  { INF, INF, INF, 0 } };
AllPairShortestPath a = new AllPairShortestPath();

// Function call
a.floydWarshall(graph);
}
}

```

/* ----OUTPUT

The following matrix shows the shortest distances between every pair of vertices

```

0   5   8   9
INF 0   3   4
INF INF 0   1
INF INF INF 0 */

```

```

public class LCMCalculator {
    private static int gcd(int a, int b) {
        if (b == 0)
            return a;
        return gcd(b, a % b);
    }

    // Function to compute LCM of two numbers
    private static int lcm(int a, int b) {
        return (a * b) / gcd(a, b);
    }
}

```

```

// Function to compute LCM of an array using transfer and conquer
public static int lcmArray(int[] arr) {
    int result = arr[0]; // Start with the first element
    for (int i = 1; i < arr.length; i++) {
        // Transform: Combine each element with the result to form the
next state
        result = lcm(result, arr[i]);
    }
    return result;
}

public static void main(String[] args) {
    int[] numbers = {12, 15, 20, 25};
    int result = lcmArray(numbers);
    System.out.println("LCM of the array is: " + result);
}

}

/* OUTPUT
LCM of the array is: 300
*/

```