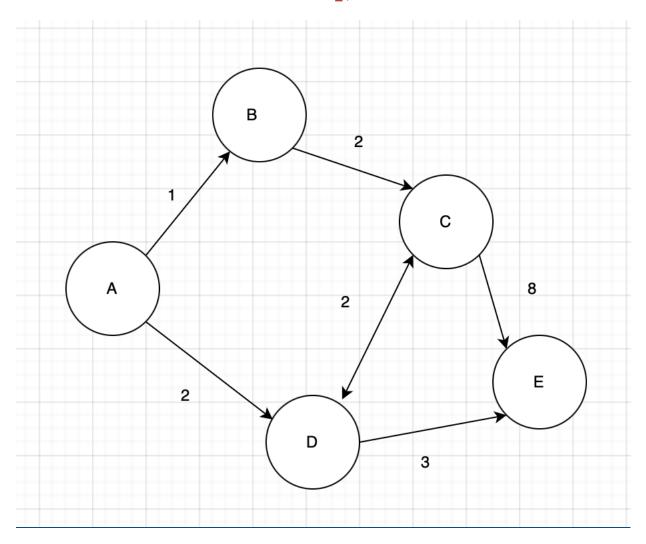
Week6_Q1



Intial	NEXT NODE A	NEXT NODE B	NEXT NODE D	NEXT NODE D
A=∞	A=0	A=0	A=0	A=0
B=∞	B=∞	B=1	B=1	B=1
C=00	C=∞	C=∞	C=3	C=3
D=∞	D=∞	D=2	D=2	D=2
E=∞	E=∞	E=∞	E=∞	E=5

import heapq;

def networkDelayTime(times, n, k):

```
# Step 1: Create the graph
    graph = \{\}
    for u, v, w in times:
        if u not in graph:
            graph[u] = []
        graph[u].append((v, w))
    # Step 2: Perform Dijkstra's Algorithm
    distances = [float('inf')] * (n + 1)
    distances[k] = 0
    heap = [(0, k)]
   while heap:
        distance, node = heapq.heappop(heap)
        # If the current distance is greater than the stored distance, skip the node
        if distance > distances[node]:
            continue
        if node in graph:
            for neighbor, weight in graph[node]:
                new_distance = distance + weight
                if new distance < distances[neighbor]:</pre>
                    distances[neighbor] = new_distance
                    heapq.heappush(heap, (new_distance, neighbor))
    # Step 3: Find the maximum delay time
   max_delay = max(distances[1:])
    if max_delay == float('inf'):
        return -1
    else:
        return max_delay
# Test the code with the given input
times = [[2, 1, 1], [2, 3, 1], [3, 4, 1]]
n = 4
k = 2
output = networkDelayTime(times, n, k)
print(output)
```

