

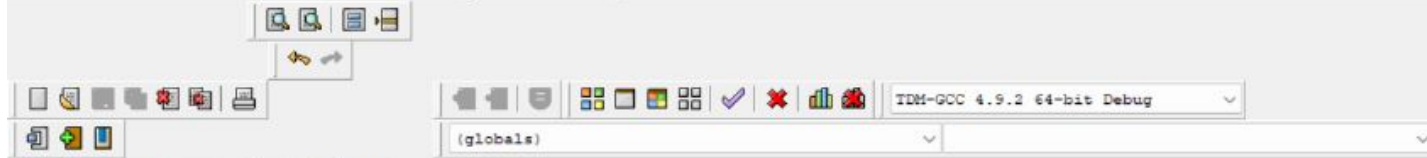
```
1 #include <stdio.h>
2 #include <conio.h>
3 #include <malloc.h>
4 #define Infinity 999
5 int j=0;
6 int adjacent[20];
7 int cost=0;
8
9 struct listnode
10 {
11     int v;
12     int cost;
13     struct listnode *next;
14 };
15 typedef struct listnode *list;
16 struct tableEntry
17 {
18     list head;
19     int known;
20     int dist;
21     int path;
22 };
23 typedef struct tableEntry Table[10];
24 Table T;
25
26 void buildad(int v1,int v2,int c1)
27 {
28     list temp=(list)malloc(sizeof(struct listnode));
29     temp->v=v2;
30     temp->cost=c1;
31     temp->next=NULL;
32     temp->next=T[v1].head->next;
33     T[v1].head->next=temp;
34
35 }
36
37 void calad(int s)
38 {
39     list temp;
40     j=0;
41     for(temp=T[s].head->next;temp!=NULL;temp=temp->next)
42     {
43         adjacent[++j]=temp->v;
44     }
45
46 }
47
48 void findcost(int s,int d)
49 {
50     list temp;
51     for(temp=T[s].head->next;temp->v!=d;temp=temp->next)
52     {
53     }
54     cost=temp->cost;
55 }
56
57 void ReadGraph()
58 {
59     int ed,v1,v2,c1,i;
60     printf("\nEnter the no of edges:");
61     scanf("%d",&ed);
62     for(i=1;i<=ed;i++)
63     {
64         printf("\nEnter the Vertices pair:");
65         scanf("%d%d",&v1,&v2,&c1);
66         buildad(v1,v2,c1);
67     }
68 }
```



```

64 scanf("%d%d%d",&v1,&v2,&c1);
65 buildadj(v1,v2,c1);
66 }
67 }
68
69 void initTable(int s,int Nv)
70 {
71     int i;
72     //ReadGraph(Nv);
73     for(i=1;i<=Nv;i++)
74     {
75         T[i].head=(list)malloc(sizeof(struct listnode));
76         T[i].head->next=NULL;
77         T[i].known=0;
78         T[i].dist=infinit;
79         T[i].path=0;
80     }
81     T[s].dist=0;
82     ReadGraph();
83 }
84
85 void printTable(int N)
86 {
87     int i;
88     list temp;
89     printf("\n\t\tKnown\t\t\tPv\t\t");
90     for(i=1;i<=N;i++)
91     {
92         printf("\n\t\t%d\t\t%d\t\t%d\t\t",T[i].known,T[i].dist,T[i].path);
93     }
94 }
95
96 void adjacency(int N)
97 {
98     int i;
99     list temp;
100     printf("\nadjacency List");
101     for(i=1;i<=N;i++)
102     {
103         printf("\nsource:vertex-->Dist:vertex---->cost");
104         printf("\n\n%d",i);
105         for(temp=T[i].head->next;temp!=NULL;temp=temp->next)
106         {
107             printf("%d\t\t%d",temp->v,temp->cost);
108         }
109     }
110 }
111
112 void Dijkstra(int N)
113 {
114     int u,v,i,c=0,min=99;
115     while(c!=N)
116     {
117         for(i=1;i<=N;i++)
118         {
119             if(T[i].known==0)
120             {
121                 if(min>T[i].dist)
122                 {
123                     min=T[i].dist;
124                     v=i;
125                 }
126             }
127             T[v].known=1;
128             ++c;
129             caladj(v);
130             for(i=1;i<=N;i++)
131             {

```



```

111 void Dijkstra(int h)
112 {
113     int v,w,i,c=0,min=99;
114     while(c!=h)
115     {
116         for(i=1;i<=h;i++)
117         {
118             if(T[i].known==0)
119             {
120                 if(min>T[i].dist)
121                 {
122                     min=T[i].dist;
123                     v=i;
124                 }
125             }
126             T[v].known=1;
127             ++c;
128             calad(v);
129             for(i=1;i<=h;i++)
130             {
131                 w=adjacent[i];
132                 if(T[w].known==0)
133                 {
134                     findcost(v,w);
135                     if((T[v].dist+cost)<T[w].dist)
136                     {
137                         T[w].dist=T[v].dist+cost;
138                         T[w].path=v;
139                     }
140                 }
141             }
142         }
143         min=99;
144     }
145 }
146
147 void printpath(int v)
148 {
149     if(T[v].path!=0)
150     {
151         printpath(T[v].path);
152         print("%d-->",v);
153     }
154 }
155
156
157
158 int main()
159 {
160     int s,Nv,d;
161     int main();
162     printf("Enter the source vertex:");
163     scanf("%d",&s);
164     printf("\nEnter the destination to which u want to findout shortestpath:");
165     scanf("%d",&d);
166     printf("Enter the No of vertices:");
167     scanf("%d",&Nv);
168     initTable(s,Nv);
169     Dijkstra(Nv);
170     printTable(Nv);
171     printf("\nSHORTEST PATH FROM %d To %d",s,d);
172     print("\n%d-->",s);
173     printpath(d);
174     getch();
175 }
176
177

```

```

C:\Users\ramch\OneDrive\Documents\shortest path.exe
Enter the source vertex:1
Enter the destination to which u want to findout shortestpath:3
Enter the No of vertices:4
enter the no of edges:5
Enter the Vertices pair1 2 1
Enter the Vertices pair2 3 1
Enter the Vertices pair3 4 1
Enter the Vertices pair1 4 4
Enter the Vertices pair1 3 3
Known dv Pv
1 0 0
1 1 1
1 2 2
1 3 3
SHORTEST PATH FROM 1 To 3
1->2-->3-->

```