



Experiment No. 2.2

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1. Aim/Overview of the practical:

From a given vertex in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm.

2. Code for experiment/practical:

```
#include <iostream>
using namespace std;
#include <limits.h>
#define V 9
int minDistance(int dist[], bool sptSet[])
   int min = INT MAX, min index;
   for (int v = 0; v < V; v++)
      if (sptSet[v] == false && dist[v] <= min)</pre>
         min = dist[v], min index = v;
   return min index;
}
void printSolution(int dist[])
   cout << "Vertex \t Distance from Source" << endl;</pre>
   for (int i = 0; i < V; i++)
      cout << i << " \t\t\t\t" << dist[i] << endl;</pre>
}
void dijkstra(int graph[V][V], int src)
   int dist[V];
   bool sptSet[V];
   for (int i = 0; i < V; i++)
      dist[i] = INT MAX, sptSet[i] = false;
   dist[src] = 0;
   for (int count = 0; count < V - 1; count++) {</pre>
      int u = minDistance(dist, sptSet);
      sptSet[u] = true;
      for (int v = 0; v < V; v++)
         if (!sptSet[v] && graph[u][v]
            && dist[u] != INT MAX
            && dist[u] + graph[u][v] < dist[v])
```





3. Output:

/tmp/xeZxcnZ0wo.o			
Ve	ertex	Distance	from Source
0		0	
1		4	
2	2 12		
3		19)
4		21	l
5		11	l
6		9	
7		8	
8		14	1