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USN : 1BM18CS083 Section : V (B' Sec)

CN Program 8 - Dijkstra's algorithm to implement Shortest path For Given topology.

```
# include < bits/stdc++.h >
  using namespace std;
# define V 9

 int minDistance (int dist [], bool sptset []){
        int min = 9999, min_index;
   for ( int v=0 ; v <V ; v++)
     if (sptset [v] == false && dist [v] != min)
            min = dist [v], min_index = v;
     return min_index ;
   }

 void printpath (int parent [], int j){
      if (paren t [j] == -1)
          return ;
      printPath (parent, parent [j]);
       cout << j << end l ;
 int print_Solution (int dist [], int n,
                                int parent []){
      int src =0;
 cout << " vertex \t Distance \t path "<<end l;
   for (int i = 1 ; i<V ; i++)
 cout << "\n" << src << " → " << i << "\t \t" <<
      dist [i] << "\t \t" << src <<end l;
      printPath (parent, i);
   }
}
```

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```
void dijkstra (int graph [v] [v], int src) {
    int dist [v];
    bool sptset [v];
    int parent [v];
for (int i=0 ; i<v ; i++) {
    parent [0] = -1;
    dist [i] = 9999;
    sptset [i] = false;
}
dist [src] = 0;
for (int count=0; count <v-1; count++){
int u = minDistance (dist, sptset);
    sptset [u] = true;
for(int v=0 ; v <V ; v++)
if (int v=0 ; v<
if ( !sptset [v] && graph [u][v] &&
    dist [u] + graph [u][v] <dist [v])
{   parent [v] = u;
    dist[v] = dist [u] + graph [u][v];
}}
print_solotion (dist, v, parent); }

int main() {
int graph [v] [v];
cout << " enter the graph " << endl;
for ( int i=0 ; i <v; i++) {
    for(int j=0; j <v; j++);
        cin >> graph [i] [j]; }
cout << " Enter the source : " << endl;
int src;
disjkstra( graph, src);
return 0; }
```


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