

ASSIGNMENT 14

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
class Graph {
```

```
private:
```

```
    map<string, vector<pair<int, string>>> adjMatrix;
```

```
public:
```

```
    Graph() {};
```

```
    Graph(vector<string>& cities) {
```

```
        std::sort(cities.begin(), cities.end());
```

```
        // Initialize everything to 0
```

```
        for (const string& cityA : cities) {
```

```
            for (const string& cityB : cities) {
```

```
                adjMatrix[cityA].emplace_back(0, cityB);
```

```
            }
```

```
        }
```

```
    }
```

```
    void addEdge(const string& ca, const string& cb, int weight) {
```

```
        auto& cityARow = adjMatrix[ca];
```

```
        auto pair = std::find(cityARow.begin(), cityARow.end(), make_pair(0, cb));
```

```
        pair->first = weight;
```

```
        auto& cityBRow = adjMatrix[cb];
```

```
        pair = std::find(cityBRow.begin(), cityBRow.end(), make_pair(0, ca));
```

```
        pair->first = weight;
```

```

}

void displayMatrix() {
    cout << endl;

    // Display Column Labels
    cout << " ";
    for (const auto& element : adjMatrix) {
        cout << " " << element.first;
    }
    cout << endl;

    // Display Rows
    for (const auto& element : adjMatrix) {
        cout << element.first << " [";
        for (auto weights : element.second) {
            cout << " " << weights.first;
        }
        cout << "]" << endl;
    }

    cout << endl;
}
};

```

```

int main() {
    int n;
    vector<string> edges;

    cout << "Enter number of cities: ";

```

```

cin >> n;

cout << "Enter list of cities: " << endl;

string city;

for (int i = 0 ; i < n ; i++) {
    cin >> city;
    edges.push_back(city);
}

Graph g(edges);

string cityA, cityB;

int weight;

char choice;

cout << "\nDo you want to create paths? (y/n): ";

cin >> choice;

while (choice == 'y') {
    // Clear input buffer
    cin.clear();
    cin.ignore();

    cout << "Enter 1st city in path: ";

    cin >> cityA;

    cout << "Enter 2nd city in path: ";

    cin >> cityB;

    cout << "Enter weight of path: ";

    cin >> weight;

    g.addEdge(cityA, cityB, weight);

    // Clear input buffer
    cin.clear();

```

```
cin.ignore();
```

```
cout << "\nDo you want to create paths? (y/n): ";
```

```
cin >> choice;
```

```
}
```

```
g.displayMatrix();
```

```
return 0;
```

```
}
```

OUTPUT :

```
main.cpp
80      cout << "Enter 1st city in path: ";
81      cin >> cityA;
82      cout << "Enter 2nd city in path: ";
83      cin >> cityB;
84      cout << "Enter weight of path: ";
85      cin >> weight;
86
87      g.addEdge(cityA, cityB, weight);
88
89      // Clear input buffer
90      cin.clear();
91      cin.ignore();
92
93      cout << "\nDo you want to create paths? (y/n): ";
94      cin >> choice;
95  }
96
97      g.displayMatrix();
98
99      return 0;
100 }
101 }
```

Input

```
Enter number of cities: 2
Enter list of cities:
Latur
Pune

Do you want to create paths? (y/n): y
Enter 1st city in path: Solapur
Enter 2nd city in path: Indapur
Enter weight of path: 350

...Program finished with exit code 0
Press ENTER to exit console.
```