



Subject:

DM LAB

Software: Ubuntu

Hardware: Core i5

Branch: CSE

Semester: 4th

Page No. 21

Prog No. 06

PROBLEM STATEMENT

Write a program to find shortest paths to other vertices from a given vertex in a weighted connected graph using

ALGORITHM & CODE:

Dijkstra's algorithm.

```
#include <stdio.h>
#include <limits.h>
#include <stdbool.h>
#define MAX_VERTICES 100

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

void printSolutions (int dist[], int vertices, int src)
{
    printf ("vertex\t\t Distance from Source (%d)\n", src);
    for (int i=0; i<vertices; i++)
    {
        printf ("%d\t\t %d\n", i, dist[i]);
    }
}

void dijkstra (int graph [MAX_VERTICES][MAX_VERTICES], int src, int vertices)
```

INPUT GIVEN

OUTPUT OBTAINED

REMARKS

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Subject :

DAA LAB

Software : Ubuntu

Hardware : Core i5

Branch : CSE

Semester : 4th

Page No. 22

Prog No. 06

```
{ int dist [vertices];
  bool spiset [vertices];
  for (int i=0; i < vertices; i++)
  {
    dist [i] = INT_MAX;
    spiset [i] = false;
  }

  dist [src] = 0;

  for (int count=0; count < vertices-1; count++)
  {
    int u = minDistance (dist, spiset, vertices);
    spiset [u] = true;
    for (int v=0; v < vertices; v++)
    {
      if (!spiset [v] && graph [u][v] && dist [u]
        != INT_MAX && dist [u] + graph [u][v] <
        dist [v])
      {
        dist [v] = dist [u] + graph [u][v];
      }
    }
  }

  PrintSolutions (dist, vertices, src);
}

int main ()
{
  int vertices, edges, src;
```

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Subject : DAA LAB		Software : Ubuntu	
		Hardware : Core i5	
Branch : CSF	Semester : 4th	Page No. 23	Prog No. 06

BLEM STATEMENT

ORITHM & CODE :

```
int graph [MAX - VERTICES] [MAX - VERTICES] = {0};
Print f ("Enter number of vertices in the graph
        (max %d):", MAX - VERTICES);
scanf ("%d", &vertices);
printf ("Enter numbers of edges in the graph:");
scanf ("%d", &edges);
for (int i = 0; i < vertices; i++)
    for (int j = 0; j < vertices; j++)
        graph [i] [j] = 0;
}
Print f ("Enter edges in the format 'uv weight'
        (vertices should be 0-based): \n");
for (int i = 0; i < edges; i++)
    {
        int u, v, weight;
        scanf ("%d %d %d", &u, &v, &weight);
        graph [u] [v] = weight;
        graph [v] [u] = weight;
    }
Print f ("Enter the source vertex (0 to %d):",
        vertices - 1);
scanf ("%d", &src);
```

INPUT GIVEN

OUTPUT OBTAINED

REMARKS

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Subject:

DAA LAB

Software: Ubuntu

Hardware: Core i5

Branch: CSF

Semester: 4th

Page No. 24

Prog No. 06

LEM STATEMENT

ORITHM & CODE:

```
if (src < 0 || src > vertices)
{
    printf("Invalid source vertex ! \n");
    return 1;
}
dijkstra (graph, src, vertices);
return 0;
}
```

Output Obtained:

Enter number of vertices in the graph
(max 100): 6

Enter number of edges in the graph: 9

Enter edges in the form of u v weight (vertices
should be 0-based):

0	1	4
0	2	5
1	2	11
1	3	9
1	4	7
2	4	3
3	4	1 3

INPUT GIVEN

3	5	2
4	5	6

OUTPUT OBTAINED

REMARKS

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Subject :

DAA LAB

Software : Ubuntu

Hardware : Core i5

Branch : CSE

Semester : 4th

Page No. 25

Prog No. 06

PROBLEM STATEMENT

ALGORITHM & CODE :

Enter the Source Version (0 to 5): 0

Version

Distance from

Source (0)

0

0

1

4

2

5

3

13

4

8

5

14

Time Complexity : $O(V^2)$

INPUT GIVEN

OUTPUT OBTAINED

REMARKS

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