The code reads the first line of the ark input tile and arright the values of N and M to the variables v [vertex] and e [edge]. It ereates two dimentional list called adj-mat, which will stone the adjancency matrix. The list has V12 nows and V+1 columns, and each element is initialized to 0. The extra now and column are for indexing convenience, since the verticle are numbered from I to v. It loops through the next elines of the input file, each containing three integers the code assigns the value of w to the element at now a and column v in the ad-mat list. This weights of the edges. It loops through the admat list and writer each element to the output file, separated by a space.