

## OSCN LAB – 2

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**PROGRAM 1.2** Write a C++ program to implement Dijkstra's Single Source Shortest Path Algorithm for a given weighted, undirected graph using an adjacency matrix representation.

**1. Problem Setup**

- We have **9 vertices** (0 to 8).

```
Graph[][] = 0  5 10 0
             5  0  3 20
             10  3  0  2
             0 20  2  0
```

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**Code:**

```
#include<limits.h>
#include<stdio.h>
#include<stdbool.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)
            min = dist[v], min_index = v;
    return min_index;
}
void printSolution(int dist[], int n)
```

```

{
    printf("    Vertex          Distance from Source\n");
    for (int i = 0; i < V; i++)
        printf("\t%d \t\t\t %d\n", i, dist[i]);
}

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++)
    {
        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])
                dist[v] = dist[u] + graph[u][v];
    }

    printSolution(dist, V);
}

```

```

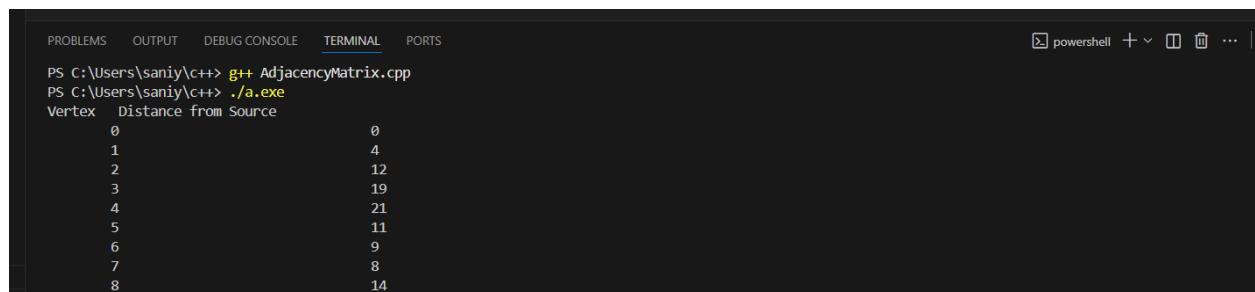
int main()
{
    int graph[V][V]= {{0,4,0,0,0,0,0,8,0},
                       {4,0,8,0,0,0,11,0}, {0,8,0,7,0,4,0,0,2},
                       {0,0,7,0,9,14,0,0,0}, {0,0,0,9,0,10,0,0,0},
                       {0,0,4,14,10,0,2,0,0}, {0,0,0,0,0,2,0,1,6},
                       {8,11,0,0,0,0,1,0,7}, {0,0,2,0,0,0,6,7,0}};

    dijkstra(graph,0);

    return 0;
}

```

## ----- OUTPUT:



```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
PS C:\Users\saniy\c++> g++ AdjacencyMatrix.cpp
PS C:\Users\saniy\c++> ./a.exe
Vertex Distance from Source
0 0
1 4
2 12
3 19
4 21
5 11
6 9
7 8
8 14

```