Program:

```
#include <stdio.h>
#include <stdlib.h>
int Bellman_Ford(int G[20][20], int V, int E, int edge[20][2]) {
  int i, u, v, k, distance[20], parent[20], S, flag;
  for (i = 0; i < V; i++) {
     distance[i] = 1000;
     parent[i] = -1;
  }
  printf("Enter source: ");
  scanf("%d", &S);
  distance[S-1]=0;
  for (i = 0; i < V - 1; i++) {
    for (k = 0; k < E; k++) {
       u = edge[k][0], v = edge[k][1];
       if (distance[u] + G[u][v] < distance[v]) {
         distance[v] = distance[u] + G[u][v];
         parent[v] = u;
       }}
  }
  flag = 1;
  for (k = 0; k < E; k++) {
    u = edge[k][0], v = edge[k][1];
     if (distance[u] + G[u][v] < distance[v]) {
       flag = 0;
       break;
     }
  }
  for (i = 0; i < V; i++) {
     printf("Vertex %d -> cost: %d, parent: %d\n", i + 1, distance[i], parent[i] + 1);
  }
  return flag;
}
int main() {
  int V, E = 0, edge[20][2], G[20][20], i, j;
```

```
printf("BELLMAN FORD\n");
  printf("Enter number of vertices: ");
  scanf("%d", &V);
  printf("Enter graph in matrix form:\n");
  for (i = 0; i < V; i++) {
    for (j = 0; j < V; j++) {
       scanf("%d", &G[i][j]);
       if (G[i][j] != 0) {
         edge[E][0] = i;
         edge[E][1] = j;
         E++;
       } }
  }
  if (Bellman_Ford(G, V, E, edge)) {
     printf("\nNo negative weight cycle\n");
  } else {
     printf("\nNegative weight cycle exists\n");
  }
  return 0;
}
```

Output:

```
stud@stud-MS-7D48: ~/Desktop/aditya
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stud@stud-MS-7D48:~/Desktop/aditya$ gcc bellmford.c
stud@stud-MS-7D48:~/Desktop/aditya$ ./a.out
BELLMAN FORD
Enter number of vertices: 5
Enter graph in matrix form:
0 3 0 0 6
0 0 2 0 0
00014
00000
0 0 0 5 0
Enter source: 3
Vertex 1 -> cost: 1000, parent: 0
Vertex 2 -> cost: 1000, parent: 0
Vertex 3 -> cost: 0, parent: 0
Vertex 4 -> cost: 1, parent: 3
Vertex 5 -> cost: 4, parent: 3
No negative weight cycle
stud@stud-MS-7D48:~/Desktop/aditya$
```