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//**Write a program in C for finding shortest path in a Graph**

```
#include<stdio.h>
```

```
#include<conio.h>
```

```
#define INFINITY 9999
```

```
#define MAX 10
```

```
void dijkstra(int G[MAX][MAX],int n,int startnode);
```

```
int main()
```

```
{
```

```
    int G[MAX][MAX],i,j,n,u;
```

```
    printf("Enter no. of vertices:");
```

```
    scanf("%d",&n);
```

```
    printf("\nEnter the adjacency matrix:\n");
```

```
    for(i=0;i<n;i++)
```

```
        for(j=0;j<n;j++)
```

```
            scanf("%d",&G[i][j]);
```

```
    printf("\nEnter the starting node:");
```

```
    scanf("%d",&u);
```

```
    dijkstra(G,n,u);
```

```
    return 0;
```

```
}
```

```
void dijkstra(int G[MAX][MAX],int n,int startnode)
```

```
{
```

```
    int cost[MAX][MAX],distance[MAX],pred[MAX];
```

```
    int visited[MAX],count,mindistance,nextnode,i,j;
```

```
    //pred[] stores the predecessor of each node
```

```
    //count gives the number of nodes seen so far
```

```
    //create the cost matrix
```

```
    for(i=0;i<n;i++)
```

```
        for(j=0;j<n;j++)
```

```
            if(G[i][j]==0)
```

```
                cost[i][j]=INFINITY;
```

```
            else
```

```
                cost[i][j]=G[i][j];
```

```
    //initialize pred[],distance[] and visited[]
```

```
    for(i=0;i<n;i++)
```

```
    {
```

```
        distance[i]=cost[startnode][i];
```

```
        pred[i]=startnode;
```

```
        visited[i]=0;
```

```
    }
```

```
    distance[startnode]=0;
```

```
    visited[startnode]=1;
```

```
    count=1;
```

```
    while(count<n-1)
```

```
    {
```

```
        mindistance=INFINITY;
```

```

        //nextnode gives the node at minimum distance
        for(i=0;i<n;i++)
            if(distance[i]<mindistance&&!visited[i])
            {
                mindistance=distance[i];
                nextnode=i;
            }
        //check if a better path exists through nextnode
        visited[nextnode]=1;
        for(i=0;i<n;i++)
            if(!visited[i])
                if(mindistance+cost[nextnode][i]<distance[i])
                {
                    distance[i]=mindistance+cost[nextnode][i];
                    pred[i]=nextnode;
                }

        count++;
    }
//print the path and distance of each node
for(i=0;i<n;i++)
    if(i!=startnode)
    {
        printf("\nDistance of node%d=%d",i,distance[i]);
        printf("\nPath=%d",i);
        j=i;
        do
        {
            j=pred[j];
            printf("<-%d",j);
        }while(j!=startnode);
    } }

```

OUTPUT

Enter no. of vertices:5

Enter the adjacency matrix:

```

0
3
2
1
0
3
0
4
8
0
2
4
0
1

```

3
1
8
1
0
5
0
0
3
5
0

Enter the starting node:0

Distance of node1=3

Path=1<-0

Distance of node2=2

Path=2<-0

Distance of node3=1

Path=3<-0

Distance of node4=5

Path=4<-2<-0

Process returned 0 (0x0) execution time : 192.576 s

Press any key to continue.