

LAB 10: Dijkstra's Algorithm

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import sys

class Graph:

def __init__(self, vertices):

self.v = vertices

self.graph = [[0 for column in range (vertices)]

for row in range (self.v):

print (node, " | ", dist[node])

def minDistance (self, dist, sptSet):

min = sys.maxsize

for v in range (self.v):

if dist[v] < min and sptSet[v] == False:

min = dist[v]

min_index = v

return min_index

def dijkstra (self, src):

dist = [sys.maxsize] * self.v

dist[src] = 0

sptSet = [False] * self.v

for count in range (self.v):

u = self.minDistance (dist, sptSet)

sptSet[u] = True

for v in range (self.v):

if self.graph[u][v] > 0 and sptSet[v] == False and dist[v] > dist[u] + self.graph[u][v]:

self.graph[u][v]: dist[v] = dist[u] + self.graph[u][v]

self.printSolution (dist)