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# Practical 6:

2CSDE56 – Graph Theory

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Aim:

Write a program to implement all pairs shortest path algorithm

## Code:

### Prac6\_FloydWarshall.cpp

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```
// Write a program to implement All source shortest path algorithm.

#include <iostream>
#include "FloydWarshall.h"

int main(){
    using namespace std;

    int V, src, INF=99999;

    cout << "Enter the number of vertices: " << endl;
    cin >> V;

    cout << "Enter the adjacency matrix of the graph: \n(USE 99999 for INF)" << endl;
    int **graphA = new int *[V];

    for (int i = 0; i < V; i++)
    {
        graphA[i] = new int[V];
        for (int j = 0; j < V; j++)
        {
            cin >> graphA[i][j];
        }
    }

    FloydWarshall(graphA, V);

    // Releasing Memory
    for (int i = 0; i < V; i++)
    {
        delete [] graphA[i];
    }
    delete [] graphA;
    return 0;
}
```

### FloydWarshall.h

---

```
#pragma once

#include <iostream>

void FloydWarshall(int **graphA, int V){
```

```

using namespace std;

int **dist = new int *[V];

// Copy the dist matrix

for (int i = 0; i < V; i++)
{
    dist[i] = new int[V];
    for (int j = 0; j < V; j++)
        dist[i][j] = graphA[i][j];
}

for (int k = 0; k < V; k++) // for all vertices update matrix by
    for (int i = 0; i < V; i++) // picking the pair of source
        for (int j = 0; j < V; j++) // and destination vertices
            if (dist[i][k] + dist[k][j] < dist[i][j]) dist[i][j] = dist[i][k] + dist[k]
[j]; // update is necessary

cout << "Floyd Warshal" << endl;
cout << " | " ;
for (int i = 0; i < V; i++) cout << i << " ";
cout << endl;
cout << "-----" << endl;
for (int i = 0; i < V; i++){
    cout << i << " | " ;
    for (int j = 0; j < V; j++) cout << dist[i][j] << " ";
    cout << endl;
}
}

```

Snapshot of the output:

```

S:\SEM 6\GraphTheory\GraphTheory>Prac6_FloydWarshall.exe
Enter the number of vertices:
4
Enter the adjacency matrix of the graph:
(USE 99999 for INF)
0 1 99999 1
2 0 2 1
2 5 0 99999
5 2 1 0
| 0 1 2 3
-----
0 | 0 1 2 1
1 | 2 0 2 1
2 | 2 3 0 3
3 | 3 2 1 0

S:\SEM 6\GraphTheory\GraphTheory>

```

### Conclusion:

With Floyd Warshall Algorithm, we can find all source shortest distance.