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import java.util.Scanner;
/*
    Time complexity:  $O(E * \log(V))$ 
    Space compleity:  $O(V^2)$ 

    where E is the number of edges in the graph and
    V is the number of vertices in the graph
*/

public class Solution {

    private static void dijkstra(int[][] adjacencyMatrix) {
        int v = adjacencyMatrix.length;
        boolean visited[] = new boolean[v];
        int distance[] = new int[v];
        distance[0] = 0;
        for (int i = 1; i < v; i++) {
            distance[i] = Integer.MAX_VALUE;
        }

        for (int i = 0; i < v - 1; i++) {
            // Find Vertex with Min distance
            int minVertex = findMinVertex(distance, visited);
            visited[minVertex] = true;
            // Explore neighbors
            for (int j = 0; j < v; j++) {
                if (adjacencyMatrix[minVertex][j] != 0 && !visited[j] && distance[minVertex] != Integer.MAX_VALUE)
                {
                    int newDist = distance[minVertex] + adjacencyMatrix[minVertex][j];
                    if (newDist < distance[j]) {
                        distance[j] = newDist;
                    }
                }
            }

            // Print
            for (int i = 0; i < v; i++) {
                System.out.println(i + " " + distance[i]);
            }
        }

        private static int findMinVertex(int[] distance, boolean visited[]) {

            int minVertex = -1;
            for (int i = 0; i < distance.length; i++) {
                if (!visited[i] && (minVertex == -1 || distance[i] < distance[minVertex])) {

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        minVertex = i;
    }
    return minVertex;
}

public static void main(String[] args) {

    Scanner s = new Scanner(System.in);
    int v = s.nextInt();
    int e = s.nextInt();
    int adjacencyMatrix[][] = new int[v][v];
    for (int i = 0; i < e; i++) {
        int v1 = s.nextInt();
        int v2 = s.nextInt();
        int weight = s.nextInt();
        adjacencyMatrix[v1][v2] = weight;
        adjacencyMatrix[v2][v1] = weight;
    }
    dijkstra(adjacencyMatrix);
}

}

```