Northern University Bangladesh (NUB)



LAB ASSIGNMENT 2

SUBMITTED BY

NAME: MAHMUDUL SAJID

ID NO: 41220300343

DEP- CSE SEC- B

4ST SEMESTER



SUBMITTED TO

MD MAHADI HASAN, SENIOR LECTURER DEPARTMENT OF CSE

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Task-1

```
#include <bits/stdc++.h>
using namespace std;
void add_edge(vector<vector<char>>& adj, char src, char dest) {
adj[src - 'A'].push_back(dest);
adj[dest - 'A'].push_back(src);
}
bool BFS(const vector<vector<char>>& adj, char src, char dest, int v,
vector<char>& pred, vector<int>& dist) {
vector<bool> visited(v, false);
visited[src - 'A'] = true;
dist[src - 'A'] = 0;
queue<char> q;
q.push(src);
while (!q.empty()) {
char u = q.front();
q.pop();
for (char neighbor : adj[u - 'A']) {
if (!visited[neighbor - 'A']) {
visited[neighbor - 'A'] = true;
dist[neighbor - 'A'] = dist[u - 'A'] + 1;
pred[neighbor - 'A'] = u;
q.push(neighbor);
if (neighbor == dest)
return true;
}
}
}
return false;
void PrintPath(const std::vector<char>& pred, char s, char d) {
if (s == d) {
cout << s << ' ';
} else if (pred[d - 'A'] == '\0') {
cout << "No path from " << s << " to " << d << '\n';
} else {
```

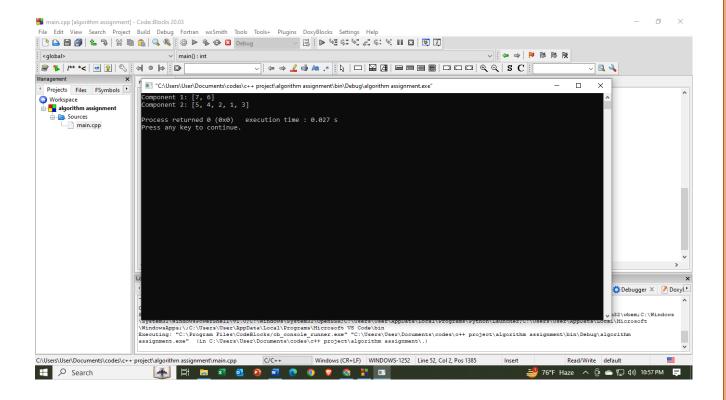
```
PrintPath(pred, s, pred[d - 'A']);
cout << d << ' ';
}
}
int main() {
int v = 7;
vector<vector<char>> adj(7, vector<char>());
add_edge(adj, 'A', 'B');
add_edge(adj, 'B', 'C');
add_edge(adj, 'B', 'D');
add_edge(adj, 'C', 'E');
add_edge(adj, 'D', 'F');
add_edge(adj, 'E', 'G');
add_edge(adj, 'F', 'G');
char source = 'A', dest = 'G';
vector<char> pred(v, '\0');
vector<int> dist(v, -1);
if (BFS(adj, source, dest, v, pred, dist)) {
PrintPath(pred, source, dest);
} else {
cout << "No path from " << source << " to " << dest << '\n';
}
return 0;
}
    ~ Q 🔌
    opement
Projects Files FSymbols A B C E G
Process returned 0 (0x0) execution time: 0.009 s
Press any key to continue.

    ○ Workspace
    ☐ I algorithm assignment
    ☐ Sources
    ☐ main.cpp
```

Task-2

```
#include <bits/stdc++.h>
using namespace std;
void dfs(int node, unordered_map<int, vector<int>>& adjacencyList, vector<int>&
component, unordered_set<int>& visited) {
visited.insert(node);
component.push_back(node);
for (int neighbor : adjacencyList.at(node)) {
if (visited.find(neighbor) == visited.end()) {
dfs(neighbor, adjacencyList, component, visited);
}
}
}
vector<vector<int>>> findConnectedComponents( unordered_map<int, vector<int>>&
adjacencyList) {
unordered_set<int> visited;
vector<vector<int>>> connectedComponents;
for (const auto& entry : adjacencyList) {
int node = entry.first;
if (visited.find(node) == visited.end()) {
vector<int> component;
dfs(node, adjacencyList, component, visited);
connectedComponents.push_back(component);
}
return connectedComponents;
}
int main() {
unordered_map<int, vector<int>> adjacencyList = {
\{1, \{2, 3\}\},\
{2, {1, 4}},
{3, {1}},
{4, \{2, 5\}},
\{5, \{4\}\},\
\{6, \{7\}\},\
{7, {6}}
};
```

```
vector<vector<int>>> connectedComponents = findConnectedComponents(adjacencyList);
// Print the result
int componentNumber = 1;
for (const vector<int>& component : connectedComponents) {
  cout << "Component " << componentNumber << ": [";
  for (int i = 0; i < component.size(); ++i) {
    cout << component[i];
  if (i < component.size() - 1) {
    cout << ", ";
  }
}
cout << "]" << endl;
componentNumber++;
}
return 0;
}</pre>
```



Task-3

```
#include <bits/stdc++.h>
using namespace std;
int minDistance(const vector<int>& dist, const set<int>& sptSet) {
  int minDist = INT_MAX, minIndex = -1;
  for (int v = 0; v < dist.size(); v++) {
     if (!sptSet.count(v) && dist[v] < minDist) {</pre>
       minDist = dist[v];
       minimum index = v;
    }
  }
  Return the minimum index;
}
void printPath(const vector<int>&parent, int dest) {
  if (parent[target] ==-1) {
     cout << target;</pre>
     return;
  printPath(parent, parent[target]);
  cout <<"->"<<target;</pre>
}
vector<int> dijkstra(const vector<vector<int>>& graph, int src, int dest) {
  int V = graph.size();
  Vector<int> dist(V, INT_MAX);
  Vector<int> parent(V, -1);
  set<int> sptSet;
  distance[source] = 0;
  for (int count = 0; count < V - 1; count++) {
     int u = minDistance(dist, sptSet);
     sptSet.insert(u);
     for (int v = 0; v < V; v++) {
```

```
if (!sptSet.count(v) \&\& graph[u][v] \&\& dist[u] != INT\_MAX \&\& dist[u] + graph[u][v] < dist[v]) \{ line (!sptSet.count(v) \&\& graph[u][v] &\& dist[u] != INT\_MAX \&\& dist[u] + graph[u][v] < dist[v]) \} 
            dist[v] = dist[u] + graph[u][v];
            parent[v] = u;
         }
   Returns parent.
}
int main() {
   vector<vector<int>> graph = {
      \{0, 5, 0, 0, 0, 0, 0, 0\},\
      \{0, 0, 3, 7, 0, 0, 0\},\
      \{0, 0, 0, 0, 4, 0, 0\},\
      \{0, 0, 0, 0, 0, 8, 0\},\
      \{0, 0, 0, 0, 0, 0, 6\},\
      \{0, 0, 0, 0, 0, 0, 5\},\
      \{0, 0, 0, 0, 0, 0, 0, 0\}
   };
   int start = 0;
   int target = 6;
   vector<int> parent = dijkstra(graph, origin, destination);
   if (parent[destination] == -1) {
      cout << "The path from "<<start<<" to "<<target<<" was not found."<< endl;</pre>
   } different {
      cout <<"The shortest path from "<<Start<<" to "<<Destination<<" is: ";
      printPath(parent, target);
      cout << endl;
   }
   return 0;
}
```