

Nov 23, 2020.

write a program for distance vector algorithm to find suitable path for transmission.

```
class Graph :  
    def __init__(self, n) :  
        self.matrix = []  
        self.n = n  
  
    def addEdge (self, u, v, w) :  
        self.matrix.append ((u, v, w))  
  
    def printGraph (self, dist, src) :  
        print ("Vector Table of {} ".format (chr (ord ('A') + src)))  
        for i in range (self.n) :  
            print ("{} | {} ".format (chr (ord ('A') + i), dist [i]))  
  
    def pathCal (self, src) :  
        dis = [99] * self.n  
        dis [src] = 0  
  
        for _ in range (self.n - 1) :  
            for u, v, w in self.matrix :  
                if dist [u] != 99 and dist [u] + w < dist [v] :  
                    dist [v] = dist [u] + w  
  
        self.printGraph (dist, src)
```



```

matrix = []
print ("Enter no. of nodes")
n = int (input ())
print ("Enter adjacency matrix")
for i in range (n):
    g = list (map (int, input ().split (" ")))
    matrix.append (g)
x = Graph (n)
for i in range (n):
    for j in range (n):
        if matrix [i][j] == 1:
            x.addEdge (i, j, 1)

for _ in range (n):
    x.pathCal (-)

```

Akash