ASSIGNMENT

ADA Lab

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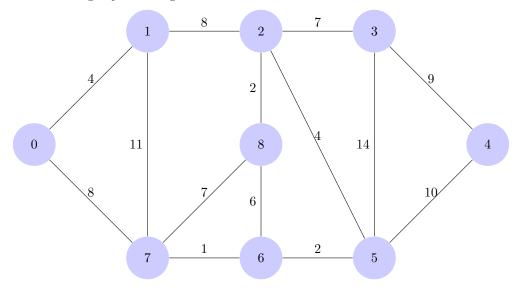
Dijkstra Algorithm



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Dijkstra Algorithm

Write a program to implement Dijkstra's algorithm. From vertex '1' in a weighted connected graph, find shortest paths to other vertices using Dijkstra's algorithm



Source Code

```
#include <bits/stdc++.h>
using namespace std;
int minDistance(int dist[], bool sptSet[])
    int min = INT_MAX, min_index;
    for (int v = 0; v < 9; v++)
        if (sptSet[v] == false && dist[v] <= min)</pre>
            min = dist[v], min_index = v;
    return min_index;
}
void printSolution(int dist[])
    cout << "Vertex \t\t Distance from Source\n";</pre>
    for (int i = 0; i < 9; i++)
        cout << i << "\t\t" << dist[i] << '\n';</pre>
}
void dijkstra(int graph[9][9], int src)
{
    int dist[9];
    bool sptSet[9];
    for (int i = 0; i < 9; i++)
        dist[i] = INT_MAX, sptSet[i] = false;
    dist[src] = 0;
    for (int count = 0; count < 8; count++)</pre>
    {
        int u = minDistance(dist, sptSet);
```

DIJKSTRA ALGORITHM

```
sptSet[u] = true;
        for (int v = 0; v < 9; v++)
            if (!sptSet[v] && graph[u][v] && dist[u] != INT_MAX && dist[u] + graph[u][v] < dist[v])
                 dist[v] = dist[u] + graph[u][v];
    }
    printSolution(dist);
}
int main()
    int graph[9][9] = {{0, 4, 0, 0, 0, 0, 0, 8, 0},
                        \{4, 0, 8, 0, 0, 0, 0, 11, 0\},\
                        \{0, 8, 0, 7, 0, 4, 0, 0, 2\},\
                        \{0, 0, 7, 0, 9, 14, 0, 0, 0\},\
                        \{0, 0, 0, 9, 0, 10, 0, 0, 0\},\
                        \{0, 0, 4, 14, 10, 0, 2, 0, 0\},\
                        \{0, 0, 0, 0, 0, 2, 0, 1, 6\},\
                        {8, 11, 0, 0, 0, 0, 1, 0, 7},
                        \{0, 0, 2, 0, 0, 0, 6, 7, 0\}\};
    dijkstra(graph, 1);
    return 0;
}
```

Output

Figure 1: Dijkstra Algorithm