

Floyds

```
import java.util.*;
class Floyd{
    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        System.out.println("Enter the number of vertices: ");
        int n =sc.nextInt();
        System.out.println("Enter the adj matrix:(enter 999 for infinity) ");
        int adj[][] = new int[10][10];
        for(int i=1;i<=n;i++)
            for(int j=1;j<=n;j++)
                adj[i][j] = sc.nextInt();
        flyod(adj,n);
        System.out.println("the all pair shoretst path is: ");
        for(int i=1;i<=n;i++){
            for(int j=1;j<=n;j++){
                System.out.print(adj[i][j]+" ");
            }
            System.out.println();
        }
    }
    static void flyod(int arr[][[]],int n){
        for(int k=1;k<=n;k++)
            for(int i=1;i<=n;i++)
                for(int j=1;j<=n;j++)
                    arr[i][j] = min(arr[i][j],(arr[i][k]+arr[k][j]));
    }
    static int min(int a,int b){
        if(a<b)
            return a;
        return b;
    }
}
```

Bellman Ford

```
class Graph {
    static class Edge {
        int src, dest, weight;
        Edge(int s, int d, int w) {
            src = s;
            dest = d;
            weight = w;
        }
    };
    int V, E;
    Edge edge[];
    Graph(int v, int e) {
        V = v;
        E = e;
        edge = new Edge[e];
    }
    void BellmanFord(Graph graph, int src) {
        int V = graph.V, E = graph.E;
        int dist[] = new int[V];
        for (int i = 0; i < V; ++i)
            dist[i] = Integer.MAX_VALUE;
        dist[src] = 0;
        for (int i = 1; i < V; ++i) {
            for (int j = 0; j < E; ++j) {
                int u = graph.edge[j].src;
                int v = graph.edge[j].dest;
                int weight = graph.edge[j].weight;
                if (dist[u] != Integer.MAX_VALUE && dist[u] + weight < dist[v])
                    dist[v] = dist[u] + weight;
            }
        }
        for (int j = 0; j < E; ++j) {
            int u = graph.edge[j].src;
            int v = graph.edge[j].dest;
            int weight = graph.edge[j].weight;
            if (dist[u] != Integer.MAX_VALUE && dist[u] + weight < dist[v]) {
                System.out.println("Graph contains negative weight cycle");
                return;
            }
        }
        printArr(dist, V);
    }
    void printArr(int dist[], int V) {
        System.out.println("Vertex Distance from Source");
        for (int i = 0; i < V; ++i)
            System.out.println(i + "\t" + dist[i]);
    }
    public static void main(String[] args) {
        Scanner in = new Scanner(System.in);
        System.out.print("Enter no. of vertices: ");
        int V = in.nextInt();
        System.out.print("Enter no. of edges: ");
        int E = in.nextInt();
        Graph graph = new Graph(V, E);
        for (int i = 0; i < E; i++) {
            System.out.print("Enter src, dest and weight for edge " + (i + 1) + " : ");
            int src = in.nextInt();
            int dest = in.nextInt();
            int weight = in.nextInt();
            graph.edge[i] = new Edge(src, dest, weight);
        }
        graph.BellmanFord(graph, 0);
    }
}
```