



## **Experiment Title-3.2**

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**SECTION:-616'B'** 

**SEMESTER:-5TH** 

SUBJECT:- DESIGN OF ANALYSIS AND ALGORITHM

**AIM :-** Code and analyze to find shortest paths in a graph with positive edge weights using Dijkstra's algorithm.

## **PROGRAM CODE:**

```
#include #include <stdbool.h>
#include <stdio.h>
#define V 9

int minDistance(int dist[], bool sptSet[])
{
   int min = INT_MAX, min_index;
```

for (int v = 0; v < V; v++)







```
if(sptSet[v] == false \&\& dist[v] <= min)
        min = dist[v], min\_index = v;
  return min_index;
}
void printSolution(int dist[])
{
  printf("Vertex \t\t Distance from Source\n");
  for (int i = 0; i < V; i++)
     printf("%d \t\t\ \%d\n", i, dist[i]);
}
void dijkstra(int graph[V][V], int src)
{
  int dist[V];
  bool sptSet[V];
  for (int i = 0; i < V; i++)
     dist[i] = INT_MAX, sptSet[i] = false;
  dist[src] = 0;
  for (int count = 0; count < V - 1; count++) {
     int u = minDistance(dist, sptSet);
     sptSet[u] = true;
```







```
for (int v = 0; v < V; 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[V][V] = { \{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, 0, 2, 0, 1, 6\},\
                \{ 8, 11, 0, 0, 0, 0, 1, 0, 7 \},\
                \{0,0,2,0,0,6,7,0\}\};
```

dijkstra(graph, 0);







return 0;

}

## **OUTPUT:**-

