Extra Problems: Graph Theory - II

In this module, we covered the basic concepts of:

- Minimum Spanning Tree
- Kruskal's Algorithm
- Dijkstra Algorithm
- Bellman-Ford Algorithm
- Prims Algorithm
- Floyd Warshall Algorithm

As a competitive programmer, you should be practicing enough problems to master a topic. The [codestudio](#) portal offers multiple problems under the tag of 'Graph'. Additionally, we recommend practicing these problems from the popular CP platforms to strengthen your concepts further.

Graph Theory - II

Minimum Spanning Tree
- ☐ https://codeforces.com/problemset/problem/916/C
- ☐ https://codeforces.com/problemset/problem/744/A
- ☐ https://www.spoj.com/problems/EC_MODE/
- ☐ https://www.spoj.com/problems/ULM09/

Dijkstra Algorithm & Shortest Paths
- ☐ https://atcoder.jp/contests/abc192/tasks/abc192_e
- ☐ https://codeforces.com/problemset/problem/545/E
- ☐ https://www.spoj.com/problems/SHPATH/
- ☐ https://www.spoj.com/problems/ADATRIP/
- ☐ https://codeforces.com/problemset/problem/1307/D

Bellman-Ford & Floyd Warshall Algorithm

- ☐ https://www.spoj.com/problems/ARBITRAG/
- ☐ https://codeforces.com/contest/1202/problem/B
- ☐ https://codeforces.com/contest/25/problem/C