```
vector <float> dijkstra(lgraph l, int u, vector <int>& prev) {
      priority_queue <vertex, vector <vertex>, cmp > q;
      vector <bool> visited(l.size(), false);
      q.push(vertex{ u,0. });
      visited[0] = true;
      vector <float> dist(l.size(), INT_MAX);
      // distance from the source to itself is zero
      dist[u] = 0;
      while (!q.empty()) {
             vertex b = q.top(); q.pop();
             // loop all neighbor of b
             float w = b.w;
             for (auto e : l[b.u]) {
                    if (dist[e.v] > w + e.w) {
                          dist[e.v] = w + e.w;
                           q.push(vertex{ e.v, dist[e.v] });
                          prev[e.v] = b.u;
                    }
             }
      return dist;
}
void printPath(vector <int> prev, vector <float> dist, int source, int
destination) {
      if (destination < 0) {</pre>
             return;
      printPath(prev, dist, source, prev[destination]);
      if (destination != -1 && prev[destination] != -1) {
             cout << "(" << prev[destination] << ", " << destination << ") ";</pre>
             cout << "Dist: " << dist[destination] - dist[prev[destination]] <<</pre>
endl;
      }
}
int main() {
      lgraph l;
      l = createLgraph();
      printLgraph(l);
      vector <int> prev(l.size());
      for (int i = 0; i < prev.size(); i++) {</pre>
             prev[i] = -1;
      vector <float> d = dijkstra(l, 0, prev);
      printPath(prev, d, 0, 4);
      return 0;
}
```

Input: source = 0, destination = 5

Output:

Input: source = 0, destination = 4

Output:

