

# program for distance vector algorithm

class Graph:

def \_\_init\_\_(self, n):

self.matrix = []

self.n = n

def addEdge(self, u, v, w):

self.matrix.append((u, v, w))

def printArr(self, dist, src):

print("Vector Table of {}".format(chr(ord('A')+src)))

for i in range(self.n):

print("{} | 0 | {}".format(chr(ord('A')+i), dist[i]))

def BellmanFord(self, src):

dist = [99] \* self.n

dist[src] = 0

for \_ in range(self.n - 1):

for u, v, w in self.matrix:

if dist[u] != 99 and dist[u] + w < dist[v]:

dist[v] = dist[u] + w

self.printArr(dist, src)

def main():

matrix = []

print("Enter no of nodes: ")

n = int(input())

print("Enter the Adjacency matrix: ")

for i in range(n):

n = int(map(int, input().split(" ")))

matrix.append(n)

g = Graph(n)

for i in range(n):

for j in range(n):

if matrix[i][j] == 1:

g.addEdge(i, j, 1)

for i in range(n):

g.Bellmanford(-)

main().