

Distance Vector Algorithm:Le

class Graph:

def init\_(self, vertices):

self.v = vertices

self.graph = []

def add\_edge(self, s, d, w):

self.graph.append((s, d, w))

def print\_solution(self, dist, src, next\_hop):

print("Routing table for ", src)

print("Dest\t\t cost\t\t next hop")

for i in range(self.v):

print("{0}\t\t {1}\t\t {2}".format(i, dist[i], next\_hop[i]))

def bellman\_ford(self, src):

dist = [99] \* self.v

dist[src] = 0

next\_hop = {src: src}

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

for s, d, w in self.graph:

if dist[s] != 99 and dist[s] + w &lt; dist[d]:

dist[d] = dist[s] + w

if s == src:

next\_hop[d] = d

elif s in next\_hop:

next\_hop[d] = next\_hop[s]

for s, d, w in self.graph:

if dist[s] != 99 and dist[s] + w &lt; dist[d]:

print("Graph contains negative weight cycle")  
return

```
def main():
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```
    matrix = []
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```
    print("Enter the no of routers: ")
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```
    n = int(input())
```

```
    print("Enter the adjacency matrix : Enter 99 for infinity")
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```
    for i in range(0, n):
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```
        a = list(map(int, input().split(" ")))
```

```
        matrix.append(a)
```

```
    g = Graph(n)
```

```
    for i in range(0, n):
```

```
        for j in range(0, n):
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```
            g.add_edge(i, j, matrix[i][j])
```

```
    for k in range(0, n):
```

```
        g.bellman-ford(k)
```

```
main()
```