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COSC 3020
Lab 07
11/01/19

To initialize the list of distances and the list of unprocessed vertices and to get the unmarked vertex with the lowest dist, the cost is a constant multiple of the number of vertices. For each of the edges of each vertice examined, there is a cost proportional to the number of vertices. Finally, the distances are printed with a cost proportional to the number of vertices. My implementation is not optimal. The final cost is:

$$\Theta( |V| + |E| * |V| )$$