CSE 2025 DATA STRUCTURES

PROJECT #2 GRAPH IMPLEMENTATION - DIJKSTRA'S ALGORITHM

Hasan Şenyurt – Hasan Mert Yalçın – Melis Çırpan 150120531 150119647 150119669

DATA STRUCTURES PROJECT 2 DIJKSTRA'S ALGORITHM

FUNCTIONS:

SIZE = 50 (DEFINED)

• void read input (char file[SIZE]):

char file[SIZE]: char array that represents name of the input file.

<u>Purpose:</u> Reading an input file which is given by user and taking vertices and length between two vertices to creating arrays to create adjacency matrix.

• void selectionSort (char list[], int list_size):

char list[]: char array that represents names of vertices. (A,B,C...). int list_size: integer that represents size of list of vertices.

<u>Purpose:</u> Using selection sort algorithm to sort name of vertices as ascendant. For example: {A,D,B,C} -> {A,B,C,D}. It is necessary for printing adjacency matrix.

• <u>void print matrix (int matrix[SIZE][2], int matrix size, char vertices[SIZE], int vertex size, int length[SIZE], int length size, int choice):</u>

int matrix[SIZE][2]: integer 2D array that represents indices of names of vertices. For example: {{AB},{BD}} is vertices list. indices of this list are {{01},{13}}.

int matrix size: size of matrix.(row)

char vertices[SIZE]: char array that represents names of vertices. (A,B,C...).

int vertex size: integer that represents size of list of vertices.

int length[SIZE]: integer array that represents list of lengths between two vertices.

int length_size: integer that represents size of list of lengths.

int choice: integer that represents choice to print matrix or not. (0 = not, 1 = print)

Purpose: Creating adjacency matrix and printing it.

void instructions ():

Purpose: Printing main menu.

• void dijkstra (int adj matrix[SIZE][SIZE], int graph size, int source, int dest):

int adj_matrix[SIZE][SIZE]: integer 2D array that represents adjacency matrix. int graph_size: integer that represents size of adjacency matrix. int source: integer that represents index of first vertex (source) that is given by user. int dest: integer that represents index of second vertex (destination) that is given by user.

<u>Purpose:</u> Applying Dijkstra algorithm to find shortest path between two nodes (source and destination).

SCREENSHOTS:

1) Main Menu:

```
■ C:\Users\VUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011...  

Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number:
```

2) Reading File Input:

```
■ C\Users\YUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011... — X

Read File: 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 1
Name of the input file: input.txt
```

```
■ C\Users\VUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011...  

Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 1
Name of the input file: input.txt
input.txt is successfully opened!
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number:
```

3) Showing an Adjacency Matrix:

```
■ C:\Users\YUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011...
                                                                                                                    X
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 1
Name of the input file: input.txt
input.txt is successfully opened!
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
 xit: 4
Please enter the number: 2
                4
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number:
```

4) Finding Shortest Path:

```
■ C:\Users\YUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011...
                                                                                                                          X
 Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 1
Name of the input file: input.txt
input.txt is successfully opened!
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 2
                4
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 3
Enter the source vertex: F
Enter the destination vertex: C
```

```
■ C:\Users\YUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011...
       enter the number:
                                 D
                4
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 3
Enter the source vertex: F
Enter the destination vertex: C
Distance between F and C = 13
Shortest path between F and C =
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number:
```

5) <u>Exit:</u>

```
■ C:\Users\YUSUFSENYURT\Desktop\School Junks\Second Year - Spring\Data Structures\Kod\PROJECT 2\150120531_150119647_15011... −
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 3
Enter the source vertex: F
Enter the destination vertex: C
Distance between F and C = 13
Shortest path between F and C =
Read File : 1
Show adjacency matrix: 2
Find shortest path: 3
Exit: 4
Please enter the number: 4
 Process exited after 389.8 seconds with return value 0
Press any key to continue .
```

COMPLETED AND INCOMPLETE PARTS OF PROJECT:

- Reading a file input from user is completed.
- Creating and printing adjacency matrix is completed.
- Finding shortest distance between two vertices and finding path of it by using Dijkstra's algorithm are completed.
- Main menu functionality is working. It is completed.