CSE 2025 DATA STRUCTURES

PROJECT #2 GRAPH IMPLEMENTATION - DIJKSTRA'S ALGORITHM

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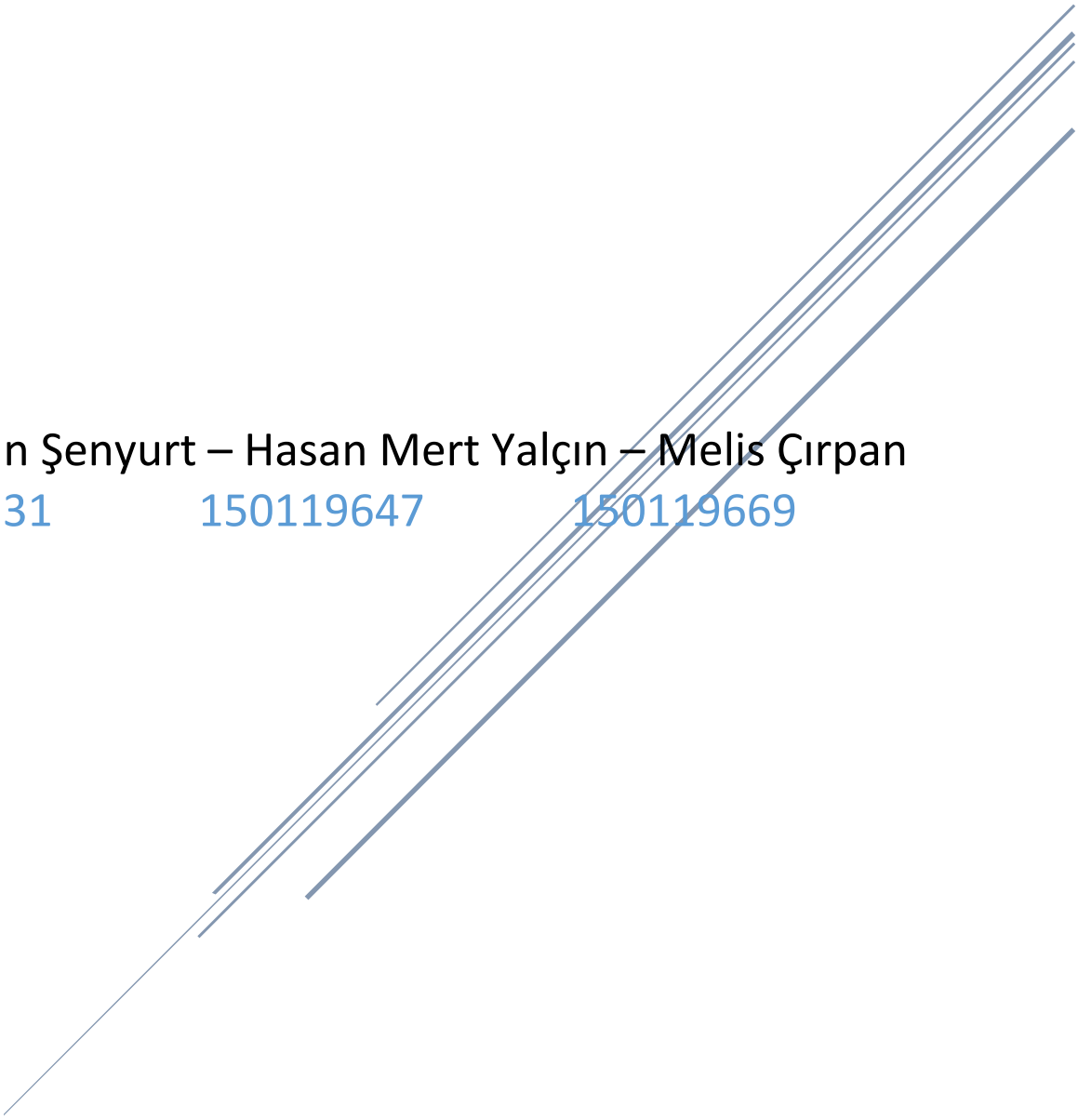


DATA STRUCTURES PROJECT 2 DIJKSTRA'S ALGORITHM

FUNCTIONS:

SIZE = 50 (DEFINED)

- void read_input (char file[SIZE]):

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

  Purpose: 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.

  Purpose: 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.

- void print_matrix (int matrix[SIZE][2], int matrix_size, char vertices[SIZE], int vertex_size, int length[SIZE], int length_size, int choice):

  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.

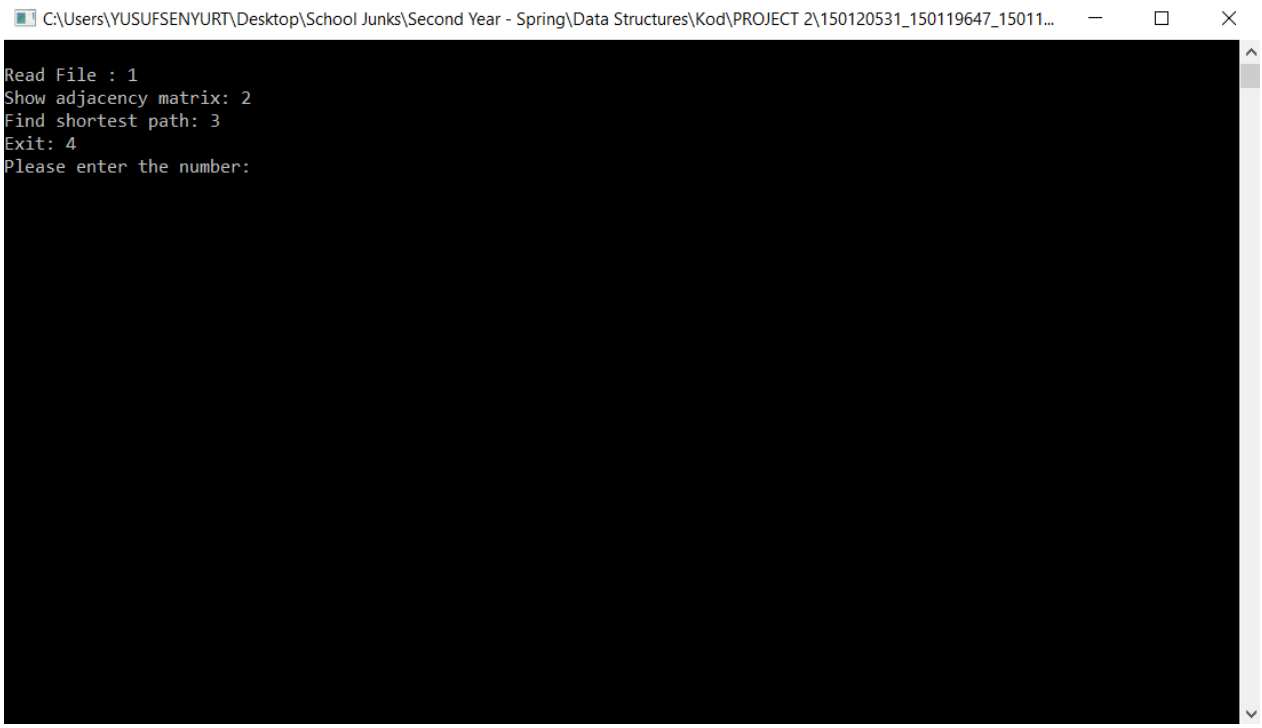
- void dijkstra (int adj_matrix[SIZE][SIZE], int graph_size, int source, int dest):

  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.

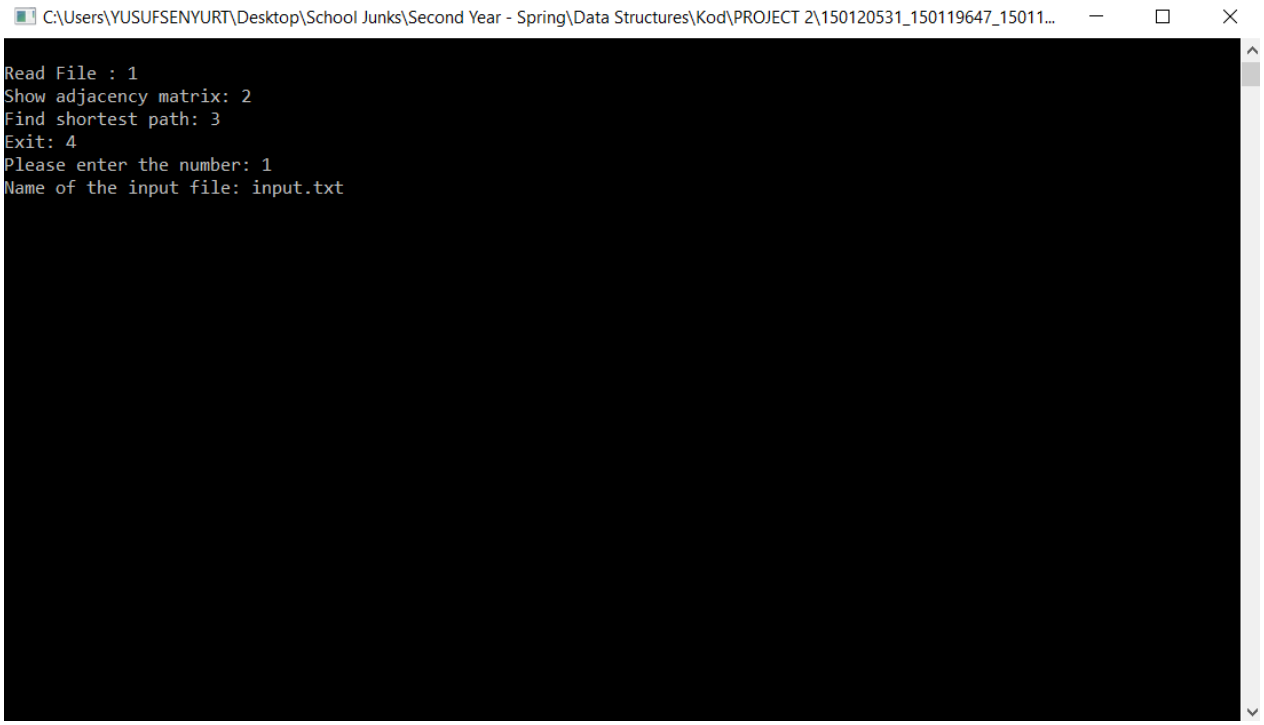
  Purpose: Applying Dijkstra algorithm to find shortest path between two nodes (source and destination).

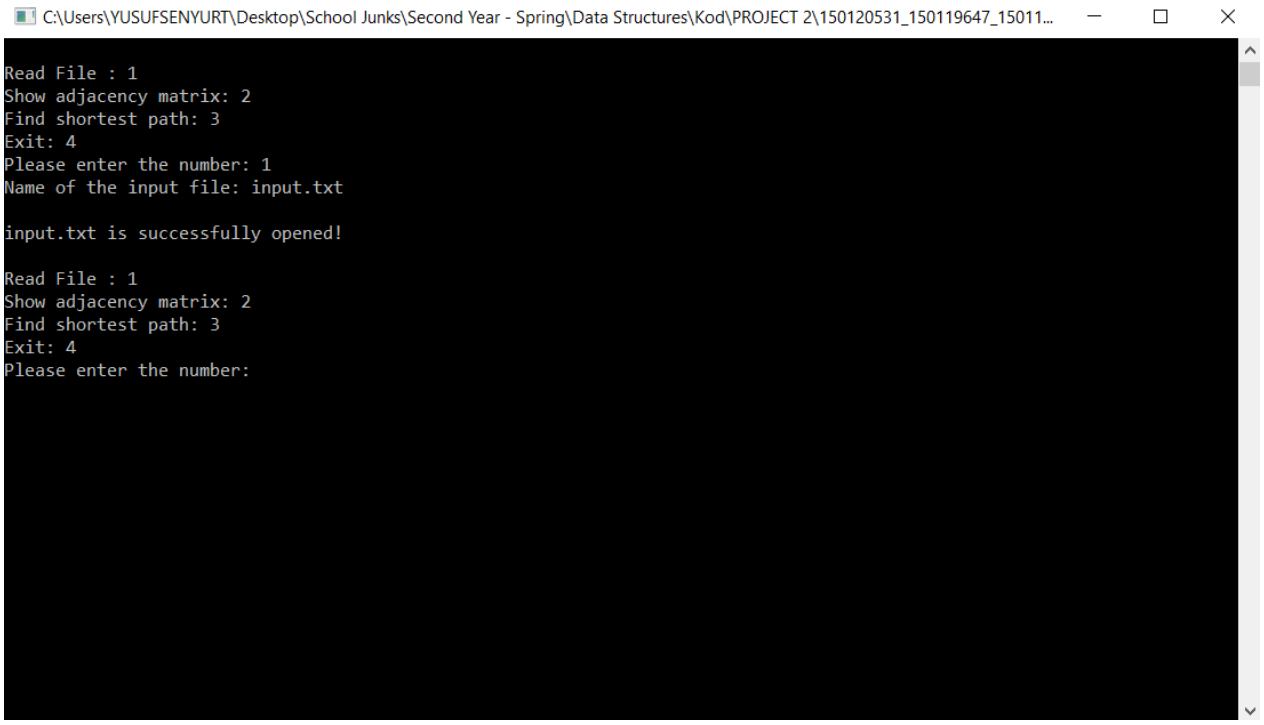
SCREENSHOTS:

1) **Main Menu:**

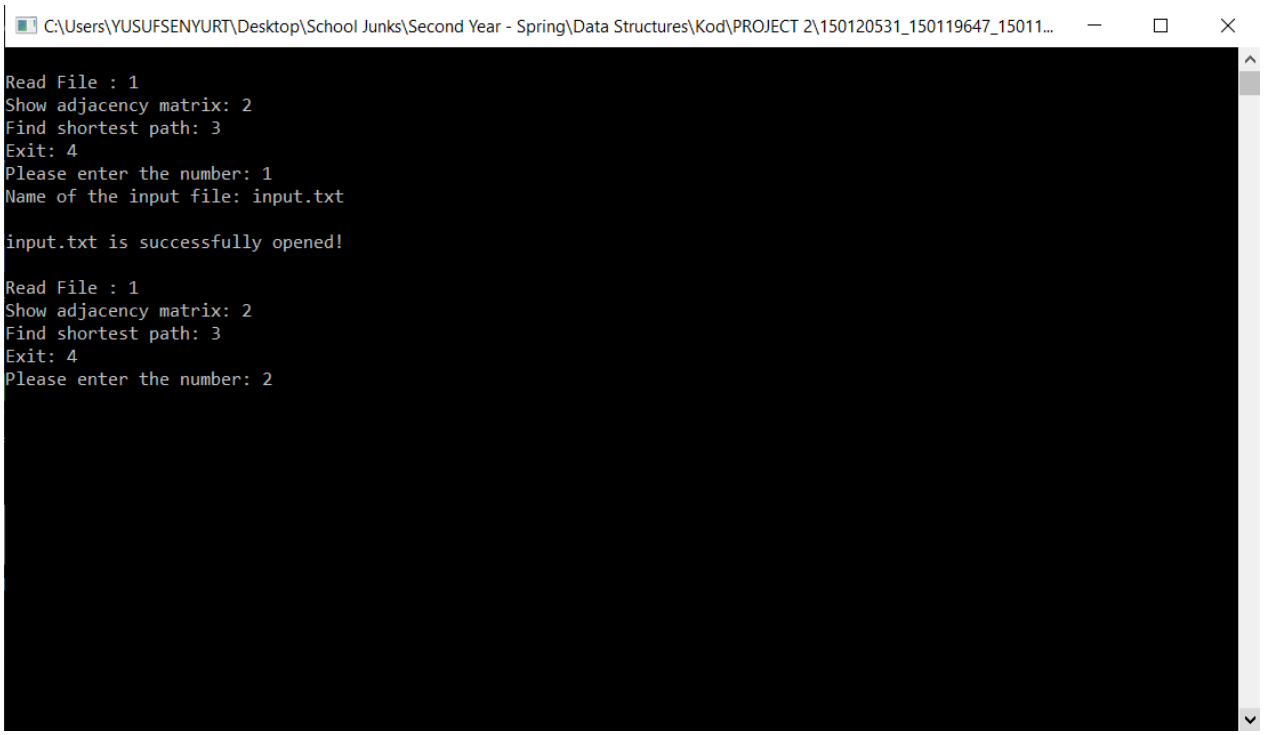


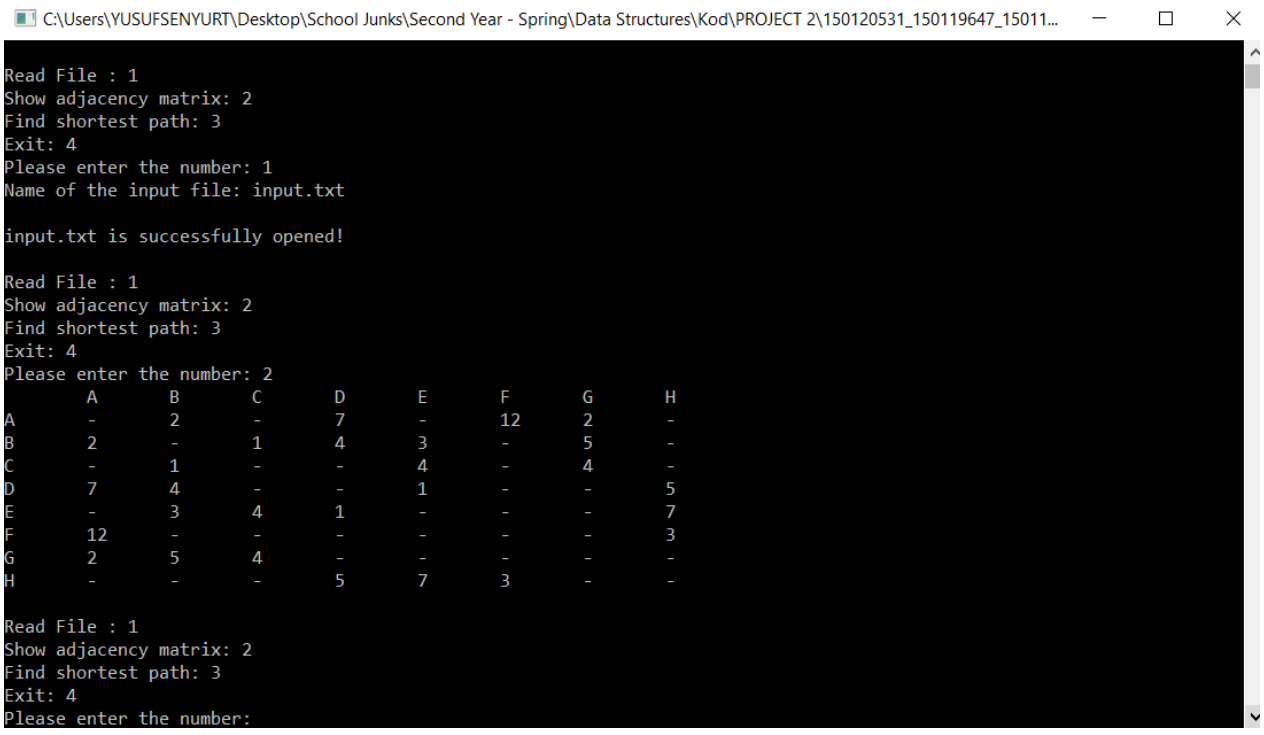
2) Reading File Input:



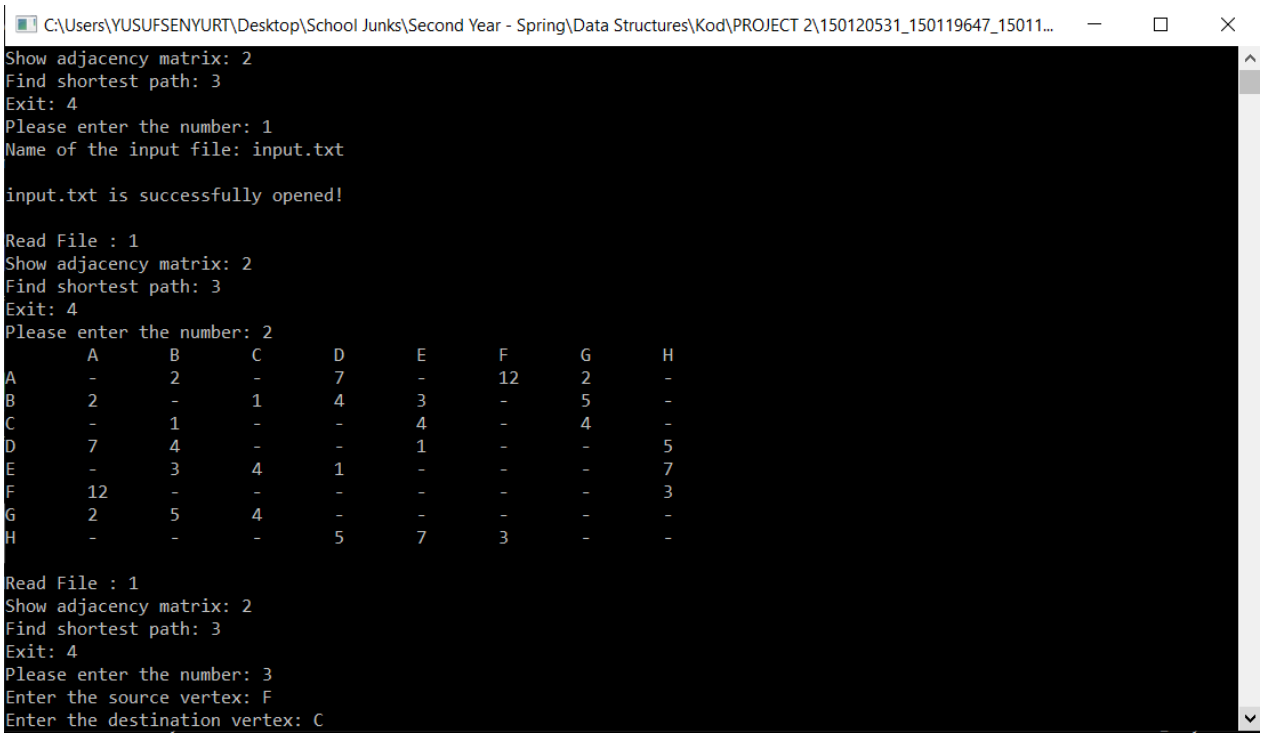


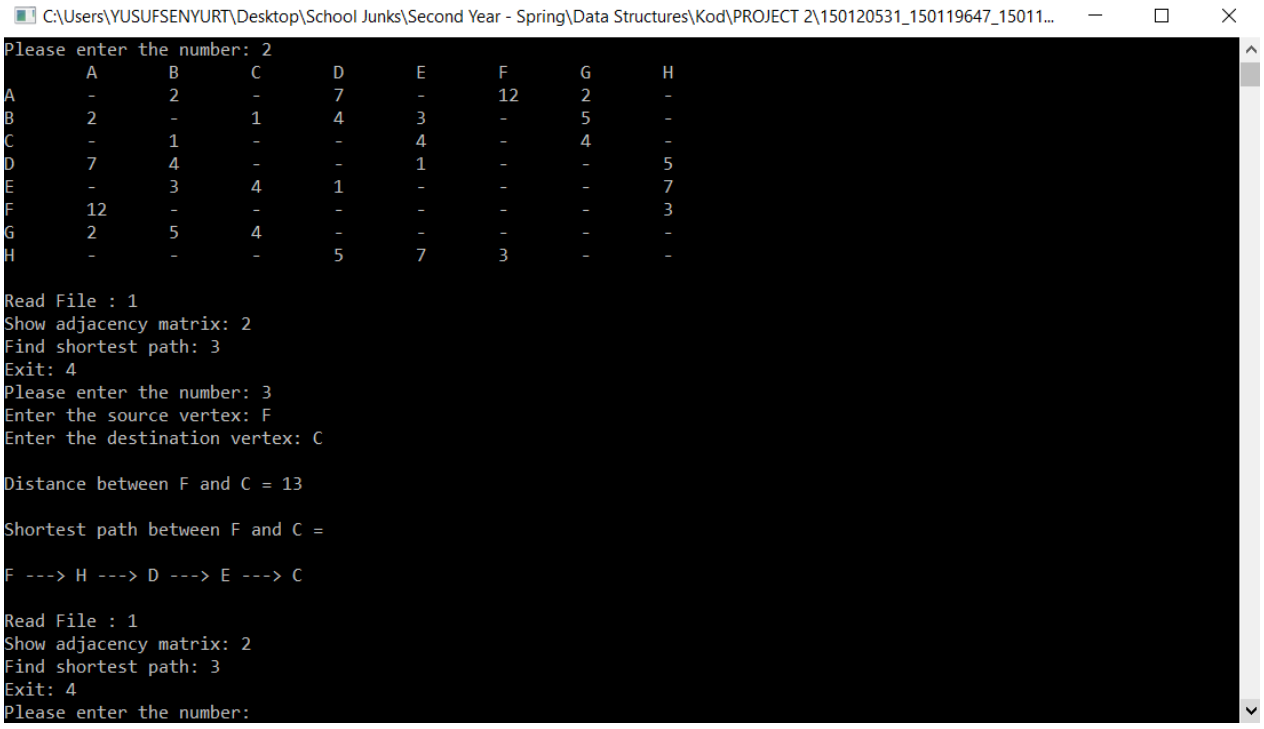
3) Showing an Adjacency Matrix:



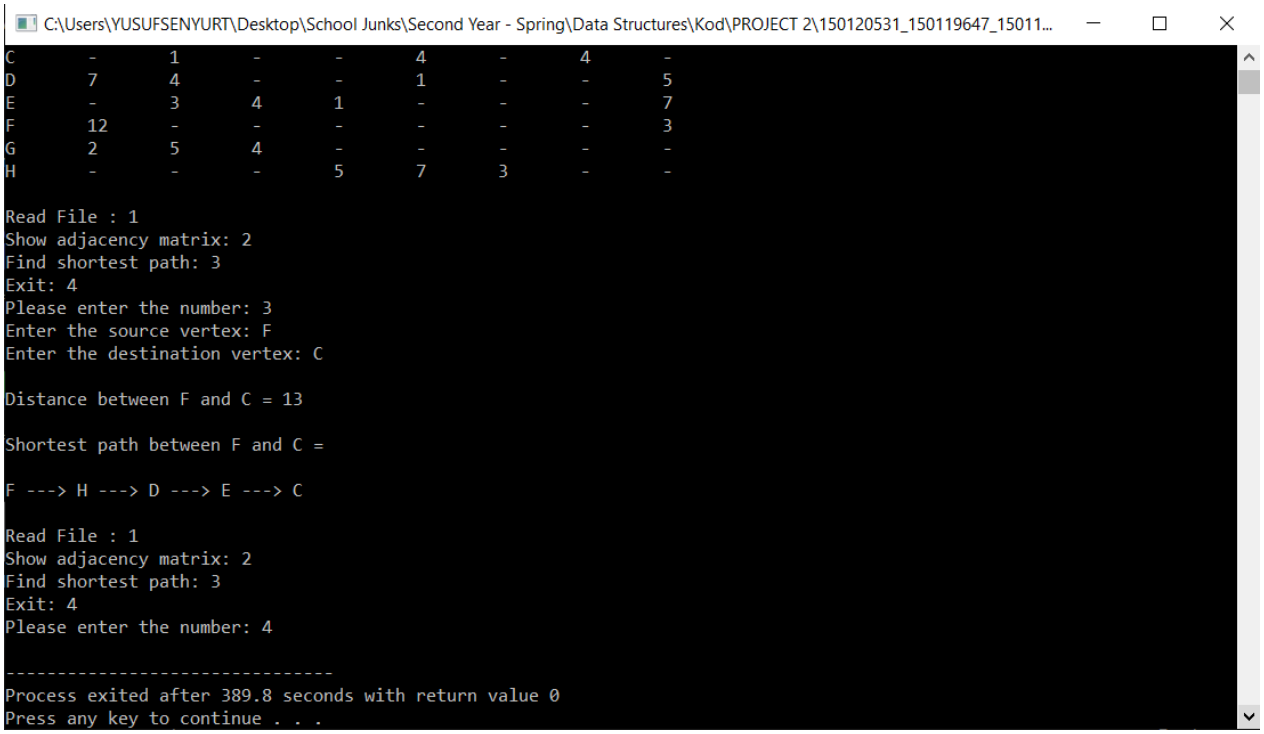


4) Finding Shortest Path:





5) Exit:



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.