

## Lab 10

```
#include <iostream>
#include <vector>
#include <queue>
#include <utility>
using namespace std;

#define INF 1e9

void dijkstra(int V, vector<vector<pair<int, int>>> &adj, int src) {
    vector<int> dist(V, INF);
    dist[src] = 0;

    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int, int>>> pq;
    pq.push({0, src});

    while (!pq.empty()) {
        int u = pq.top().second;
        int d = pq.top().first;
        pq.pop();

        if (d > dist[u])
            continue;

        for (auto &v : adj[u]) {
            if (dist[v.first] >= d + v.second) {
                dist[v.first] = d + v.second;
                pq.push({dist[v.first], v.first});
            }
        }
    }
}
```

```

continue;

for (auto &edge : adj[u]) {
    int v = edge.first;
    int weight = edge.second;

    if (dist[u] + weight < dist[v]) {
        dist[v] = dist[u] + weight;
        pq.push({dist[v], v});
    }
}

cout << "\nVertex\tDistance from Source (" << src << ")\n";
for (int i = 0; i < V; i++) {
    if (dist[i] == INF)
        cout << i << "\tINF\n";
    else
        cout << i << "\t" << dist[i] << "\n";
}
}

int main() {
    int V, E;
    cout << "Enter number of vertices and edges: ";

```

```
cin >> V >> E;

vector<vector<pair<int, int>>> adj(V);

cout << "Enter edges (u v w):\n";
for (int i = 0; i < E; i++) {
    int u, v, w;
    cin >> u >> v >> w;
    adj[u].push_back({v, w});
    adj[v].push_back({u, w});
}

int src;
cout << "Enter source vertex: ";
cin >> src;

dijkstra(V, adj, src);

return 0;
}
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

```
PS C:\Users\manvithchintalapati\Desktop\dia> g++ Dijkstra.cpp
● PS C:\Users\manvithchintalapati\Desktop\dia> .\a.exe
Enter number of vertices and edges: 5 6
Enter edges (u v w):
0 1 2
0 2 4
1 2 1
1 3 7
2 4 3
3 4 1
Enter source vertex: 0

Vertex Distance from Source (0)
0      0
1      2
2      3
3      7
4      6
```

```
○ PS C:\Users\manvithchintalapati\Desktop\dia> []
```