warshall.c floyds.c

warshall.c

```c
/*To find path matrix using Warshall's algorithm*/
#include<stdio.h>
#include<conio.h>
void warshalls();
int a[10][10], p[10][10], i,j,k,n;

void main()
{
    printf("Enter number of vertices\n");
    scanf("%d",&n);
    printf("Enter adjacency matrix\n");
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            scanf("%d",&a[i][j]);
        }
    }
    warshalls();
    printf("\nPath Matrix\n");
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            printf("%d ",p[i][j]);
        }
        printf("\n");
    }
    getch();
}
void warshalls()
{
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            p[i][j]=a[i][j];
        }
```

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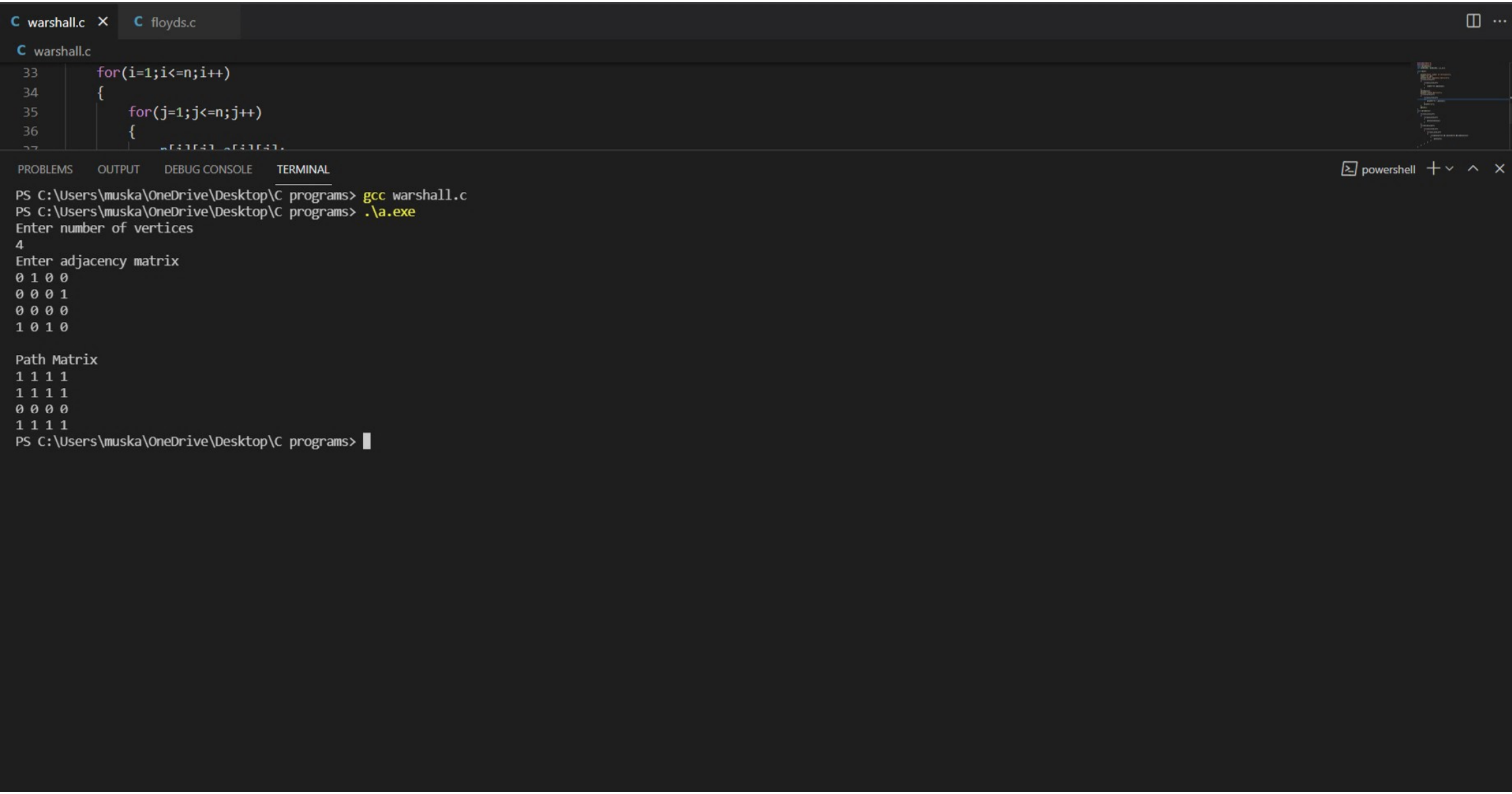
```c
    for(i=1;i<=n;i++)
    {
        for(j=1;j<=n;j++)
        {
            p[i][j]=a[i][j];
        }
    }
    for(k=1;k<=n;k++)
    {
        for(i=1;i<=n;i++)
        {
            for(j=1;j<=n;j++)
            {
                if((p[i][j]!=1) && (p[i][k]==1 && p[k][j]==1))
                {
                    p[i][j]=1;
                }
            }
        }
    }
}
```


warshall.c
floyds.c
warshall.c
33 for(i=1;i<=n;i++)
34 {
35 for(j=1;j<=n;j++)
36 {
PROBLEMS
OUTPUT
DEBUG CONSOLE
TERMINAL
powershell
PS C:\Users\muska\OneDrive\Desktop\C programs> gcc warshall.c
PS C:\Users\muska\OneDrive\Desktop\C programs> .\a.exe
Enter number of vertices
4
Enter adjacency matrix
0 1 0 0
0 0 0 1
0 0 0 0
1 0 1 0
Path Matrix
1 1 1 1
1 1 1 1
0 0 0 0
1 1 1 1
PS C:\Users\muska\OneDrive\Desktop\C programs>