CS15 Dijkstra's Algorithm Lab

Introduction

Today for lab we are going to run Dijkstra's Algorithm on two different graphs. Dijkstra's Algorithm is useful when we want to find the *shortest* and most *cost-effective* path between two vertices. Instead of implementing Dijkstra's algorithm using `C++`, today we will use pen and paper (or tablet and stylus) to report the results of running the algorithm. Please fill out the table provided as shown in lecture, starting from vertex A. Remember: initially, the "Known" column should be false for *all* vertices, and the "Dist" column should be 0 for the starting vertex, and infinity for all others. Once you have completed filling out the tables, please submit your work by doing the following:

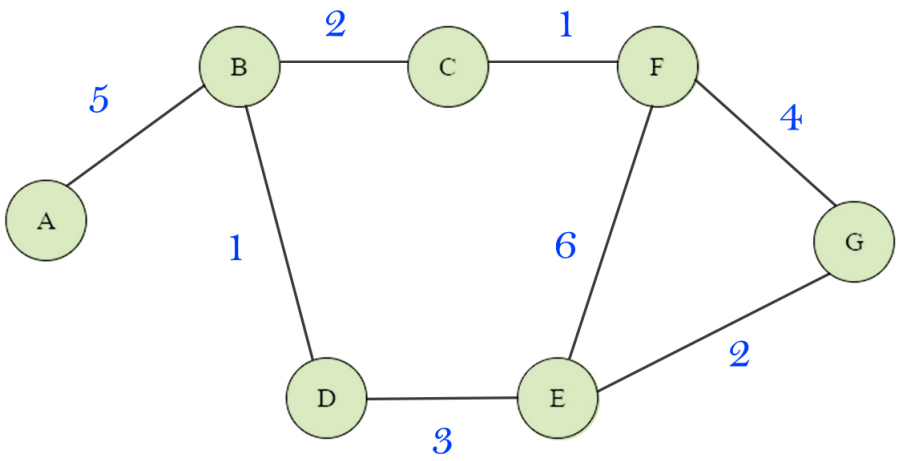
- Copy `table.txt` into your lab 12 folder by running:

  ```
  cp /comp/15/files/lab_dijkstras_algorithm/* .
  ```

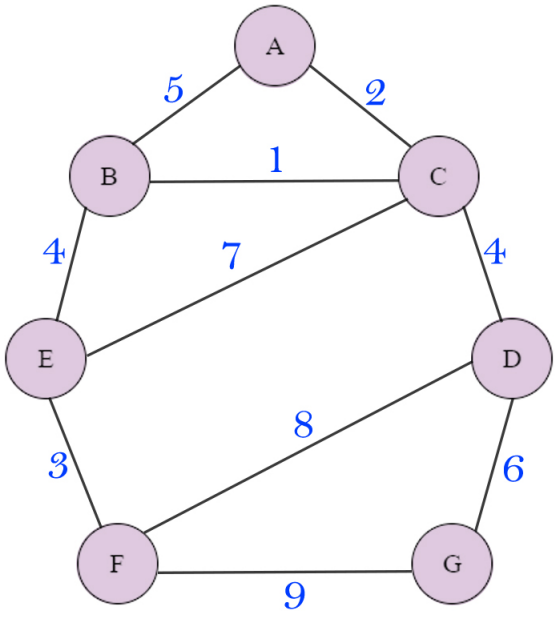
- Fill out `table.txt` and then you will need to submit the following files:

  `table.txt`

  You must submit them using Gradescope to the assignment `lab_dijkstras_algorithm`. Submit these files directly, do not try to submit them in a folder.



V	Known	Prev	Dist	v = _____	v = _____	v = _____	v = _____	v = _____	v = _____	v = _____
A										
B										
C										
D										
E										
F										
G										



V	Known	Prev	Dist v = _____	v = _____	v = _____	v = _____	v = _____	v = _____	v = _____
A									
B									
C									
D									
E									
F									
G									