

Cycle-2-Lab-3

```
#include <limits.h>
#include <stdio.h>
#define V9.
int minDistance (int dist [], bool sptset [])
{
    int min = INT_MAX, min_index;
    for (int v=0; v<V; v++)
        if (sptset[v] == false && dist[v] <= min)
            min = dist[v], min_index = v;
    return min_index;
}

void printSolution (int dist []).
{
    printf("Vertex\t\tDistance from Source\n");
    for (int i=0; i<V; i++)
        printf("%d\t\t%d\n", i, dist[i]);
}

void dijkstra (int graph [V][V], int src)
{
    int dist [V];
    bool sptset [V];
    for (int i=0; i<V; i++)
        dist[i] = INT_MAX, sptset[i] = false;
    dist[src] = 0;
    for (int count=0; count<V-1; count++) {
        int u = minDistance (dist, sptset);
        sptset[u] = true;
```



```

for (int v = 0; N < v; N++)
if (!Spt & Spt[v] & & graph[v][v] & & dist[v] != INFINITE
    & & dist[v] + graph[v][v] < dist[v])
    dist[v] = dist[v] + graph[v][v];
}

printSolution(dist);
}

int main()
{
    int graph[v][v] = {
        {0, 4, 0, 0, 0, 0, 0, 8, 0},
        {4, 0, 8, 0, 0, 0, 0, 11, 0},
        {0, 8, 0, 7, 0, 4, 0, 0, 2},
        {0, 0, 7, 0, 9, 14, 0, 0, 0},
        {0, 0, 0, 9, 0, 10, 0, 0, 0},
        {0, 0, 4, 14, 10, 0, 2, 0, 0},
        {0, 0, 0, 0, 0, 2, 0, 1, 6},
        {8, 11, 0, 0, 0, 0, 1, 0, 7},
        {0, 0, 2, 0, 0, 0, 6, 7, 0}
    };

    dijkstra(graph, 0);
    return 0;
}

```

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