

```
import sys.
```

```
class Graph():
```

```
    def __init__(self, vertices):
```

```
        self.V = vertices.
```

```
        self.graph = [[0 for column in range(vertices)]  
                        for row in range(vertices)]
```

```
    def printSolution(self, dist):
```

```
        print "Vertex Distance from source"
```

```
        for node in range(self.V):
```

```
            print node, "\t", dist[node]
```

```
    def minDistance(self, dist, sptSet):
```

```
        min = sys.maxint
```

```
        for v in range(self.V):
```

```
            if dist[v] < min and sptSet[v] == False:
```

```
                min = dist[v]
```

```
                min_index = v
```

```
        return min_index.
```

```
    def dijkstra(self, src):
```

```
        dist = [sys.maxint] * self.V.
```

```
        dist[src] = 0.
```

```
        sptSet = [False] * self.V.
```

```
        for count in range(self.V)
```

```
            u = self.minDistance(dist, sptSet)
```

```
            sptSet[u] = True.
```

for v in range(self.V):

if self.graph[u][v] > 0 and isSet[v] == False
and 1 + dist[u] < self.graph[u][v]:

dist[v] = dist[u] + self.graph[u][v]

self.printSolution(dist)

g = Graph(9)

g.graph = [[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]]:

g.dijkstra(0);