/\*Represent a given graph using adjacency matrix /adjacency list and find the shortest path using

Dijkstra's algorithm (single source all destination).\*/

#include<iostream>

using namespace std;

class graph

{

int g[20][20];

int e,v;

public:

void accept()

{

int src,dest,cost,i,j;

cout<<"\n Enter no. of vertices -";

cin>>v;

cout<<"\n Enter no. of edges ";

cin>>e;

for(i=0;i<v;i++)

{

for(j=0;j<v;j++)

{

g[i][j]=0;

}

}

for(i=0;i<e;i++)

{

cout<<"\n Enter source and destination -";

cin>>src>>dest;

cout<<"\n Enter the cost of edges - ";

cin>>cost;

g[src][dest]=cost;

g[dest][src]=cost;

}

}

void display()

{

int i,j;

for(i=0;i<v;i++)

{

cout<<endl;

for(j=0;j<v;j++)

{

cout<<g[i][j]<<"\t";

}

}

}

void djikstra(int start)

{

int r[20][20],mindst,next,cnt,i,j,visited[20],distance[20],from[20];

for(i=0;i<v;i++) //intialization of r[][]

{

for(j=0;j<v;j++)

{

if(g[i][j]==0)

r[i][j]=9999;

else

r[i][j]=g[i][j];

}

}

for(i=0;i<v;i++) //intialization of visited[],distance[],from[]

{

visited[i]=0;

from[i]=start;

distance[i]=r[start][i];

}

distance[start]=0;

visited[start]=1;

cnt=v;

while(cnt>0)

{

mindst=9999;

for(i=0;i<v;i++)

{

if((mindst > distance[i] )&& visited[i]==0)

{

mindst=distance[i];

next=i;

}

}

visited[next]=1;

for(i=0;i<v;i++)

{

if(visited[i]==0 && distance[i]>(mindst+r[next][i]))

{

distance[i]=mindst+r[next][i];

from[i]=next;

}

}

cnt--;

}

for(i=0;i<v;i++)

{

cout<<"\n Distance of "<<i<<" from "<<start<<" is "<<distance[i]<<endl<<" path "<<i;

j=i;

do

{

j=from[j];

cout<<"<-"<<j;;

}while(j!=start);

}

}

};

int main()

{

int s;

graph g;

g.accept();

g.display();

cout<<endl<<"Enter the starting vertex -";

cin>>s;

g.djikstra(s);

cout<<endl;

return 0;

}

***/\*OUTPUT\*/***

Enter no. of vertices -4

Enter no. of edges 5

Enter source and destination -0 1

Enter the cost of edges - 10

Enter source and destination -0 2

Enter the cost of edges - 8

Enter source and destination -1 3

Enter the cost of edges - 3

Enter source and destination -2 3

Enter the cost of edges - 5

Enter source and destination -1 2

Enter the cost of edges - 2

0 10 8 0

10 0 2 3

8 2 0 5

0 3 5 0

Enter the starting vertex -0

Distance of 0 from 0 is 0

path 0&lt;-0

Distance of 1 from 0 is 10

path 1&lt;-0

Distance of 2 from 0 is 8

path 2&lt;-0

Distance of 3 from 0 is 13

path 3&lt;-2&lt;-0