


Name: Rishanth K  
USN: 18M19CS129  
Subject: ADA LAB2

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Signature: 

c) Implement all pair shortest paths problem using Floyd's algorithm.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#define infinity 9999
```

```
#define MAX 100
```

```
int n;
```

```
int adj[MAX][MAX];
```

```
int D[MAX][MAX];
```

```
int Pred[MAX][MAX];
```

```
void
```

```
void create_graph();
```

```
void FloydWarshall();
```

```
void display(int matrix[MAX][MAX], int n);
```

```
int main()
```

```
{
```

```
    int s, d;
```

```
    create_graph();
```

```
    FloydWarshall();
```

```
}
```

void FloydWarshall()

{

int i, j, k;

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

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

{

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

{

D[i][j] = infinity

PreD[i][j] = -1;

}

else

{

D[i][j] = adj[i][j];

PreD[i][j] = i;

}

}

for (k=0; k<n; k++)

{

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

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

if (D[i][k] + D[k][j] < D[i][j])

```

{
    D[i][j] = D[i][k] + D[k][j];
    Pred[i][j] = Pred[k][j];
}
}

printf("\nshortest path matrix is:\n");
display(D, n);
for (i=0; i<n; i++)
    if (D[i][i] < 0)
if {
    printf("\n Error : negative cycle\n");
    exit(1);
}
}

void findPath(int s, int d)
{
    int i, path[MAX], count;
    if (D[s][d] == infinity)
    {
        printf("\n No path\n");
        return;
    }
    count = -1;

```

do

{

path[++count] = d;

d = Pred[s][d];

} while (d != s);

path[++count] = s;

for (~~i~~ i = count; i >= 0; i--)

printf("%d", path[i]);

printf("\n");

}

void display(int matrix[MAX][MAX], int n)

{

int i, j;

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

{ for (j = 0; j < n; j++)

{ printf("%7d", matrix[i][j]);

}

printf("\n");

}

}

void create-graph()

{

```

int i, max_edges, origin, destin, wt;
printf("\nEnter max number of vertices: ");
scanf("%d", &n);
printf("Enter the adjacency matrix:\n");
for (origin = 0; origin < n; origin++)
    for (destin = 0; destin < n; destin++)
        scanf("%d", &adj[origin][destin]);
}

```

---

### Modification:

```

int main()
{
    int s, d;
    create_graph();
    Floyd_Warshalls();
    while(1)
    {
        printf("\nEnter source vertex (-1 to exit): ");
        scanf("%d", &s);
        if (s == -1)
            break;
        printf("\nEnter destination vertex: ");
        scanf("%d", &d);
        if (s < 0 || s > n-1 || d < 0 || d > n-1)

```

```
1 printf("%d\n", Edges until vertices are in )  
continue;
```

```
2 printf("\n Shortest path is : ");
```

```
findpath(s,d);
```

```
printf("\n length of this path is %d\n", DE JAG);
```

```
3
```

```
3
```