

Task 1: Dijkstra's Shortest Path Finder

Code Dijkstra's algorithm to find the shortest path from a start node to every other node in a weighted graph with positive weights. Ans)

Code:-

```
package com.wipro.non.linear;
import java.util.ArrayList;

import java.util.HashMap;
import java.util.PriorityQueue;

    public class Dijkstra { private HashMap<String,
        ArrayList<Edge>> adjList =
new HashMap<>(); private HashMap<String, Integer>
    distance = new
HashMap<>(); private HashMap<String, String>
    previous = new
HashMap<>(); public static void
    main(String[] args) {
        Dijkstra myGraph = new Dijkstra();
        myGraph.addVertex("A");
        myGraph.addVertex("B");

        myGraph.addVertex("C"); myGraph.addVertex("D");

        myGraph.addVertex("E");
        myGraph.addVertex("F"); myGraph.addEdge("A",
        "B", 2); myGraph.addEdge("A", "D", 8);
```

```
myGraph.addEdge("B", "D", 5);  
myGraph.addEdge("B", "E", 6);  
myGraph.addEdge("D", "E", 3);  
myGraph.addEdge("D", "F", 2);
```

```
myGraph.addEdge("F", "E", 1);  
myGraph.addEdge("F", "C", 3);
```

```
myGraph.addEdge("E", "C", 9);  
myGraph.startingpont("A");  
System.out.println("Shortest distance from A to C: " +  
myGraph.distance.get("C"));  
System.out.println("Shortest path from A to C: " +  
myGraph.getPath("C"));  
}
```

```
private void startingpont(String startVertex) {  
    PriorityQueue<String> queue = new  
PriorityQueue<>((v1, v2) -> distance.get(v1) - distance.get(v2));  
    distance.put(startVertex, 0);  
  
    queue.add(startVertex); while  
    (!queue.isEmpty()) {  
        String currentVertex = queue.poll(); for (Edge  
        edge : adjList.get(currentVertex)) { int  
        newDistance = distance.get(currentVertex) +  
edge.weight; if (!distance.containsKey(edge.vertex) ||  
newDistance < distance.get(edge.vertex)) {
```

```
        distance.put(edge.vertex, newDistance);  
        previous.put(edge.vertex, currentVertex);  
        queue.add(edge.vertex);  
    }  
}  
}
```

```
private String getPath(String endVertex) {  
    StringBuilder path = new StringBuilder();  
    while (endVertex != null) { path.insert(0,  
        endVertex); endVertex =  
        previous.get(endVertex); if (endVertex !=  
        null) {
```

```
        path.insert(0, " -> ");  
    }  
}  
    return path.toString();  
}  
    public boolean addEdge(String vertex1, String  
vertex2, int weight) {  
        if (adjList.get(vertex1) != null && adjList.get(vertex2) !=  
null) {  
            adjList.get(vertex1).add(new Edge(vertex2,  
weight));  
            adjList.get(vertex2).add(new Edge(vertex1,  
weight));  
            return true;  
        }  
    }
```

```
        return false;
    }
    class Edge {
        String vertex;

        int weight; public Edge(String vertex,
        int weight) { this.vertex = vertex;
        this.weight = weight;
        }

    }

    public boolean addVertex(String vertex) { if
        (adjList.get(vertex) == null) {
            adjList.put(vertex, new ArrayList<Edge>());

            return true;
        }
        return false;
    }

    public void printGraph() { System.out.println(adjList);
    }
}
```

NAME-AMIT KUMAR KUSHWAHA
EMAIL-amitsingh35873@gmail.com

```
package com.wipro.non.linear;  
import java.util.ArrayList; import  
java.util.HashMap;  
  
import java.util.List; import  
java.util.Map; import  
java.util.PriorityQueue;  
  
import java.util.Set; public class Kruskal {  
private Map<String, List<Edge>> adjList;
```

```
public Kruskal() { adjList = new  
    HashMap<>();
```

OUTPUT:-

Shortest distance from A to C: 12

Shortest path from A to C: A -> B -> D -> F -> C

Task 2: Kruskal's Algorithm for MST

Implement Kruskal's algorithm to find the minimum spanning tree of a given connected, undirected graph with non-negative edge weights. Ans)

Code:-

```
}  
public static void main(String[] args) {  
  
    Kruskal myGraph = new Kruskal();  
    myGraph.addVertex("A");  
    myGraph.addVertex("B");  
    myGraph.addVertex("C");  
  
    myGraph.addVertex("D");  
    myGraph.addVertex("E");
```

```
    myGraph.addVertex("F");  
    myGraph.addEdge("A", "C", 3);  
    myGraph.addEdge("A", "B", 2);  
    myGraph.addEdge("C", "E", 4);  
    myGraph.addEdge("C", "B", 5);  
    myGraph.addEdge("B", "D", 3);  
    myGraph.addEdge("B", "E", 4);  
    myGraph.addEdge("D", "E", 2);
```

```
myGraph.addEdge("D", "F", 3);
myGraph.addEdge("E", "F", 5);

List<Edge> mst = myGraph.kruskalMST();
System.out.println("Minimum Spanning Tree:");
for (Edge edge : mst) {
    System.out.println(edge.vertex1 + " -- " + edge.weight +
" -- " + edge.vertex2);
}
}
private void printGraph() {
    System.out.println(adjList);
}
public List<Edge> kruskalMST() {
    List<Edge> mst = new ArrayList<>();
    PriorityQueue<Edge> pq = new PriorityQueue<>((e1, e2)
-> e1.weight - e2.weight); for
    (Map.Entry<String, List<Edge>> entry :
adjList.entrySet()) { for (Edge edge :
    entry.getValue()) {
        pq.add(edge);
    }
}
    UnionFind uf = new UnionFind(new
ArrayList<>(adjList.keySet()));
```

```
while (!pq.isEmpty()) { Edge edge = pq.poll(); if
    (!uf.isConnected(edge.vertex1, edge.vertex2)) {
        mst.add(edge); uf.union(edge.vertex1,
            edge.vertex2);
    }
}
return mst;

}

public boolean addEdge(String vertex1, String vertex2, int
weight) { if (adjList.get(vertex1)!=
    null) {

        adjList.get(vertex1).add(new Edge(vertex1, vertex2,
weight));
    }
    if (adjList.get(vertex2)!= null) {
        adjList.get(vertex2).add(new Edge(vertex2, vertex1,
weight));
    }
    return true;
}

public boolean addVertex(String vertex) {

    if (adjList.get(vertex) == null) {
        adjList.put(vertex, new ArrayList<>());

        return true;
    }

    return false;
}
```



```
public static class Edge {  
    String vertex1;  
  
    String vertex2; int weight; public Edge(String vertex1,  
    String vertex2, int weight) {
```

```
        this.vertex1 = vertex1;  
        this.vertex2 = vertex2; this.weight  
        = weight;  
    }  
}
```

```
public static class UnionFind { private  
    Map<String, String> parent; private  
    Map<String, Integer> rank;  
  
    public UnionFind(List<String> vertices) {  
        parent = new HashMap<>(); rank =  
        new HashMap<>();  
        for (String vertex : vertices) {  
            parent.put(vertex, vertex);
```

```
            rank.put(vertex, 0);  
        }  
    }  
  
    public UnionFind(Set<String> vertices) { this(new  
        ArrayList<>(vertices));  
    }  
  
    public boolean isConnected(String vertex1, String vertex2)
```

```
{return find(vertex1).equals(find(vertex2));  
  
}  
public void union(String vertex1, String vertex2) {  
    String root1 = find(vertex1);  
    String root2 = find(vertex2);  
  
    if (root1.equals(root2)) {  
        return;  
    }  
    if (rank.get(root1) < rank.get(root2)) {  
        parent.put(root1, root2);  
    } else if (rank.get(root1) > rank.get(root2)) {  
        parent.put(root2, root1);  
    } else {parent.put(root2,  
        root1);  
  
        rank.put(root1, rank.get(root1) + 1);  
    }  
}  
private String find(String vertex) {if  
    (!parent.get(vertex).equals(vertex)) {  
  
        parent.put(vertex, find(parent.get(vertex)));  
    }  
}
```

```
package com.wipro.non.linear;
```

```
import java.util.*;
```

NAME-AMIT KUMAR KUSHWAHA
EMAIL-amitsingh35873@gmail.com

```
        return parent.get(vertex);  
    }  
}
```

```
public class CycleDetect {
```

OUTPUT:-

Minimum Spanning Tree:

A -- 2 -- B

D -- 2 -- E

F -- 3 -- D

A -- 3 -- C

D -- 3 -- B

Task 3: Union-Find for Cycle Detection

Write a Union-Find data structure with path compression.

Use this data structure to detect a cycle in an undirected graph. Ans)

Code:-

```
private List<Edge>[]  
adjList; private int[] parent;  
private int[] rank;  
  
public CycleDetect(int vertices) { adjList  
    = new ArrayList[vertices];  
  
    for (int i = 0; i < vertices; i++) {  
  
        adjList[i] = new ArrayList<>();  
  
    }  
  
    parent = new int[vertices];
```

```
rank = new int[vertices]; for  
(int i = 0; i < vertices; i++) {
```

```
    parent[i] = i;
```

```
    rank[i] = 0;
```

```
}
```

```
}
```

```
public void addEdge(int vertex1, int vertex2, int weight) {  
    adjList[vertex1].add(new Edge(vertex1, vertex2,  
weight));
```

```
    adjList[vertex2].add(new Edge(vertex2, vertex1,  
weight));  
}
```

```
public boolean hasCycle() { for (int i =  
    0; i < adjList.length; i++) {
```

```
    for (Edge edge : adjList[i]) {
```

```
        int x = find(edge.vertex1);
```

```
        int y = find(edge.vertex2);
```

```
        if (x == y) {  
            return true;  
        } union(x,  
            y);  
    }  
}  
return false;
```

```
}  
  
public int find(int vertex) {  
    if (parent[vertex] != vertex) { parent[vertex]  
        = find(parent[vertex]);  
    }  
  
    return parent[vertex];  
}  
  
public void union(int x, int y) { int  
    x_set_parent = find(x);  
  
    int y_set_parent = find(y);  
    if (rank[x_set_parent] > rank[y_set_parent]) {
```

```
parent[y_set_parent] = x_set_parent;
```

```
} else if (rank[x_set_parent] < rank[y_set_parent]) {
```

```
parent[x_set_parent] = y_set_parent;
```

```
} else { parent[y_set_parent] =  
x_set_parent;
```

```
rank[x_set_parent]++;
```

```
}
```

```
}
```

```
public static class Edge {
```

```
int vertex1;
```

```
int vertex2;
```

```
int weight;
```

```
public Edge(int vertex1, int vertex2, int weight) {
```

```
this.vertex1 = vertex1;
```

```
this.vertex2 = vertex2;
```

```
        this.weight = weight;
    }
}
public void printGraph() { for (int i = 0;
    i < adjList.length; i++) {

        System.out.println("Vertex " + i + ":");

        for (Edge edge : adjList[i]) {
```

```
            System.out.println(" -> Vertex " + edge.vertex2 + "
(weight: " + edge.weight + ")");
        }
    }
}

public static void main(String[] args) {
    CycleDetect myGraph = new CycleDetect(6);

    myGraph.addEdge(0, 1, 4);

    myGraph.addEdge(0, 2, 4);
    myGraph.addEdge(1, 3, 2);

    myGraph.addEdge(4, 5, 3);
```



```
myGraph.addEdge(2, 3, 3);

myGraph.addEdge(2, 5, 2);

myGraph.addEdge(2, 4, 4);

myGraph.addEdge(3, 4, 3);

myGraph.addEdge(3, 5, 5);
myGraph.addEdge(5, 4, 3);


myGraph.printGraph();

if (myGraph.hasCycle()) {

    System.out.println("Graph has a cycle");

} else {

    System.out.println("Graph does not have a cycle");

}

}
```

Vertex 2:

-> Vertex 0 (weight: 4)

-> Vertex 3 (weight: 3)

-> Vertex 5 (weight: 2)

-> Vertex 4 (weight: 4)

Vertex 3:

-> Vertex 1 (weight: 2)

-> Vertex 2 (weight: 3)

-> Vertex 4 (weight: 3)

-> Vertex 5 (weight: 5)

Vertex 4:

OUTPUT:-

Vertex 0:

-> Vertex 1 (weight: 4)

-> Vertex 2 (weight: 4)

Vertex 1:

-> Vertex 0 (weight: 4)

-> Vertex 3 (weight: 2)

-> Vertex 5 (weight: 3)

-> Vertex 2 (weight: 4)

-> Vertex 3 (weight: 3)

-> Vertex 5 (weight: 3)

Vertex 5:

-> Vertex 4 (weight: 3)

-> Vertex 2 (weight: 2)

-> Vertex 3 (weight: 5)

-> Vertex 4 (weight: 3)

Graph has a cycle