

Cycle 2

Routing Algorithm to find shortest path using Dijkstra,

```
void Dijkstra_Algo (vector<list<pair<int,int>>> graph,  
int u, int n)
```

```
{ vector<bool> visited (n, false);
```

```
vector<int> path;
```

```
path.push_back(u);
```

```
vector<int> min_dis (n, INT_MAX);
```

```
while (true)
```

```
{ bool flag = all visi = false true; int min_dis_val = INT_MAX;  
for (int i = 0; i < n; i++) int min_dis_u;
```

```
{ if (!visited[i]) flag = all visi = false;
```

```
if (min_dis[i] < min_dis_val)
```

```
{ min_dis_val = min_dis[i];
```

```
min_dis_v = i;
```

```
}
```

```
}
```

```
if (flag == all visited) break;
```

```
v = min_dis_v;
```

```
min_dis[v] = min(min_dis[v],
```

```
for (int it = graph[v].begin(); it != graph[v].end();  
it++)
```

```
{ min_dis[*it] = min(min_dis[*it],
```

```
min_dis[u] +
```

```
it->second);
```

```
}
```

```
}
```