#include <stdio.h>

#include <limits.h>

#define V 9

int minDistance(int dist[], bool sptSet[]) {

int min = INT\_MAX, min\_index;

for (int v = 0; v < V; v++)

if (sptSet[v] == false && dist[v] <= min)

min = dist[v], min\_index = v;

return min\_index;

}

void printSolution(int dist[]) {

printf("Vertex \t Distance from Source\n");

for (int i = 0; i < V; i++)

printf("%d \t %d\n", i, dist[i]);

}

void dijkstra(int graph[V][V], int src) {

int dist[V];

bool sptSet[V];

for (int i = 0; i < V; i++)

dist[i] = INT\_MAX, sptSet[i] = false;

dist[src] = 0;

for (int count = 0; count < V - 1; count++) {

int u = minDistance(dist, sptSet);

sptSet[u] = true;

for (int v = 0; v < V; v++)

if (!sptSet[v] && graph[u][v] && dist[u] != INT\_MAX && dist[u] + graph[u][v] < dist[v])

dist[v] = dist[u] + graph[u][v];

}

printSolution(dist);

}

int main() {

int graph[V][V] = {

{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}

};

dijkstra(graph, 0);

return 0;

}

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