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* Implement Dijkstra's algorithm to compute the shortest path through a graph.

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

```
class Edge {
```

```
    int src, dest, w;
```

```
    public Edge (int src, int dest, int w) {
```

```
        this.src = src;
```

```
        this.dest = dest;
```

```
        this.w = w;
```

```
    } }
```

```
class Node {
```

```
    int vertex, w;
```

```
    public Node (int vertex, int w) {
```

```
        this.vertex = vertex;
```

```
        this.w = w;
```

```
    } }
```

```
class Graph {
```

```
    List<List<Edge>> edgeList = null;
```

```
    Graph (List<Edge> edge, int N) {
```

```
        edgeList = new ArrayList<>();
```

```
        for (int i = 0; i < N; i++) {
```

```
            edgeList.add (new ArrayList<>());
```

```
        }
```



```

    for (Edge edge : edges) {
        edgelist.get(edge.src).add(edge);
    }
}
}

```

Class Dijkstra

```

private static void getPath(int[] prev, int L,
    List<Integer> source) {
    if (L >= 0) {
        getPath(prev, prev[L], source);
        source.add(L);
    }
}

```

```

public static void getShortestPath(Graph graph,
    int src, int N) {

```

```

    PriorityQueue<Node> minHeap;

```

```

    minHeap = new PriorityQueue<> (comparator.comparingInt(
        (int) - node.w));

```

```

    minHeap.add(new Node(src, 0));

```

```

    List<Integer> dist = new ArrayList<> (Collections.
        nCopies(N, Integer.MAX_VALUE));

```

```

    dist.set(src, 0);

```

```

    boolean[] done = new boolean[N];

```


done[src] = true;

in[] prev = new int[N];

prev[src] = -1

List<Integer> route = new ArrayList<>();

while (!minHeap.isEmpty())

Node node = minHeap.poll();

done[u] =

true;

}

for (int i = 1; i < N; ++i) {

if (i != src && dist.get(i) != Integer
max_value) {

get path (prev, i node)

route.clear();

}


```

public static void main(String[] args) {
    Scanner s = new Scanner(System.in);
    List<Edge> edges = new ArrayList<>();

    System.out.println("Enter n of vertices");
    int n;
    int mat = new int[n][n];
    while (s.hasNextInt()) {
        mat[i][j] = s.nextInt();
        i++;
    }
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            if (i == j) continue;
            if (mat[i][j] != -1) {
                edges.add(new Edge(i, j, mat[i][j]));
            }
        }
    }
    Graph graph = new Graph(edges, n);
    int src = 0;
    getShortestPath(graph, src, n);
    s.close();
}

```