a) Write a C/C++ program for shortest path between any two nodes in the graph.

```
#include <iostream>
#include <vector>
#include <queue>
#include <limits>
using namespace std;
// Structure to represent a graph edge
struct Edge
{
  int to;
  int weight;
  Edge(int t, int w) : to(t), weight(w) {}
};
// Function to find the shortest path using Dijkstra's algorithm
void shortestPath(const vector<vector<Edge>> &graph, int source, int destination)
  int n = graph.size();
  vector<int> distance(n, numeric_limits<int>::max());
  vector<int> parent(n, -1);
  distance[source] = 0;
  priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int, int>>> pq;
  pq.push({0, source});
  while (!pq.empty())
    int u = pq.top().second;
    pq.pop();
    for (const Edge &edge : graph[u])
       int v = edge.to;
       int weight = edge.weight;
       if (distance[u] + weight < distance[v])</pre>
      {
         distance[v] = distance[u] + weight;
         parent[v] = u;
         pq.push({distance[v], v});
      }
    }
  }
  if (distance[destination] == numeric_limits<int>::max())
    cout << "No path from source to destination.\n";</pre>
  }
  else
  {
```

```
cout << "Shortest path length: " << distance[destination] << endl;</pre>
    cout << "Shortest path: ";
    vector<int> path;
    int current = destination;
    while (current != -1)
       path.push back(current);
       current = parent[current];
    for (int i = path.size() - 1; i \ge 0; --i)
      cout << path[i] << " ";
    cout << endl;
  }
// Function to detect cycles using DFS
bool hasCycleDFS(const vector<vector<Edge>> &graph, int node, vector<int> &visited, vector<int>
&recStack)
  if (visited[node] == 0)
    visited[node] = 1; // Mark as visited
    recStack[node] = 1; // Add to recursion stack
    for (const Edge &edge : graph[node])
       int neighbor = edge.to;
       if (visited[neighbor] == 0 && hasCycleDFS(graph, neighbor, visited, recStack))
         return true;
       else if (recStack[neighbor] == 1) // Found back edge in recursion stack
         return true;
    }
  recStack[node] = 0; // Remove from recursion stack
  return false;
}
// Function to count the number of cycles in the graph
int countCycles(const vector<vector<Edge>> &graph)
  int n = graph.size();
  vector<int> visited(n, 0); // 0: unvisited, 1: visited, 2: fully explored
  vector<int> recStack(n, 0); // 0: not in recursion stack, 1: in recursion stack
```

```
int cycleCount = 0;
  for (int i = 0; i < n; ++i)
    if (visited[i] == 0 && hasCycleDFS(graph, i, visited, recStack))
      cycleCount++;
  }
  return cycleCount;
}
int main()
  int n, m; // n = number of nodes, m = number of edges
  cout << "Enter n nodes and m edges: ";
  cin >> n >> m;
  vector<vector<Edge>> graph(n);
  cout << "Enter Edge from node u to node v with weight w: ";</pre>
  for (int i = 0; i < m; ++i)
  {
    int u, v, w;
    cin >> u >> v >> w; // Edge from node u to node v with weight w
    graph[u].emplace_back(v, w);
  }
  // int cycleCount = countCycles(graph);
  // cout << "Number of cycles: " << cycleCount << endl;
  int source, destination;
  cout << "Enter source and destination: ";
  cin >> source >> destination;
  shortestPath(graph, source, destination);
  return 0;
```

```
PS C:\Users\RAMAVATH SANTHOSH\OneDrive\Desktop\ALL SEMs\SEM3\CCN> & 'c:\Users\RAMAVATH SANT-vscode.cpptools-1.16.3-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe' '--stdin=Microenj' '--stdout=Microsoft-MIEngine-Out-1ztw0n45.mx4' '--stderr=Microsoft-MIEngine-Error-gw3x1
MIEngine-Pid-5s14yhla.ht4' '--dbgExe=C:\msys64\mingw64\bin\gdb.exe' '--interpreter=mi'
Enter n nodes and m edges: 4 4
Enter Edge from node u to node v with weight w: 1 3 5
2 4 10
3 1 5
1 4 10
Enter source and destination: 1 3
Shortest path length: 5
Shortest path: 1 3
PS C:\Users\RAMAVATH SANTHOSH\OneDrive\Desktop\ALL SEMs\SEM3\CCN>
```