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## ADA - LAB-9

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
int a[10][10], n;
```

```
void floyd ()
```

```
int min (int int);
```

```
void main ()
```

```
{ int i, j;
```

```
printf ("Enter no of vertices "); scanf ("%d", &n);  
for (i = 1; i <= n; i++)  
{ scanf ("%d", &a[i][j]); }
```

```
floyd();
```

```
}
```

```
void floyd ()
```

```
{ int i, j, k;
```

```
for (k = 1; k <= n; k++)
```

```
{ for (i = 1; i <= n; i++)
```

```
{ for (j = 1; j <= n; j++) }
```

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$a[i][j] = \min(a[i][j], a[i][k], a[k][j])$

}}}

printf("\n all chain shortest path is:\n");

for (i = 1; i <= n; i++)

{ for (j = 1; j <= n; j++)

{ printf("%d\t", a[i][j]);

}

printf("%d\t", a[i][j]);

}

printf("%d\t", a[i][j]);

}

printf("\n\n");

}

int min (int x, int y)

{ if (x < y) else  
return x; return y; }



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LAB 9

Warshall's Algo

```
#include <stdio.h>
```

```
int a[10][10], p[10][10];
```

```
void warshall (int n, int a[10][10], int p[10][10])
```

```
{ int i, j, k;
```

```
for (i = 0; i < n; i++)
```

```
for (j = 0; j < n; j++)
```

```
if (p[i][j] == 0 && p[i][k] == 1 && p[k][j] == 1)
```

```
    p[i][j] = 1;
```

```
}
```

```
void main ()
```

```
{ int i, j;
```

```
printf ("Enter the no of vertices (n)");
```

```
scanf ("%d", &n);
```

```
for (i = 0; i < n; i++) {  
    for (j = 0; j < n; j++) {
```

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```
scanf ("%d", &a[i][j]);  
}
```

```
varshall ( n, a, p).
```

```
printf ("primitive closed in:");
```

```
for (i = 0; i < n; i++)
```

```
{ for (j = 0; j < n; j++)
```

```
{ printf ("%d\t", p[i][j]);
```

```
printf ("\n");
```

```
}
```