

## Task-01

First in `minDistance` function we take two parameters and we set `min` value to `-inf` and `min` index to `-1`. If we see that `dist[V]` less than `min` value it is not a value of spanning tree set. we set it to `min` value and `min` index to `V`. In `dijkstra` we set `dist` as impossible and `tree` to also impossible. now we run a loop on `n`. if we find a distance `and` `graph[U][V]` less than distance of `V` we ~~set~~ set `dist[V]` to `dist[U] + graph[U][V]`.

## Task-02

Here we also do the same but we have added a function to find the meeting point. when we initialize `minimum time to reach` is `float(int)` and `meeting place = -1`. Now we check the

distances of Node a and b if less to than  
min time we update total time and we  
return it

### Task-03

Here we just need to check the danger level  
if danger  $\geq$  float ("int") to write it to  
impossible, else we write the level in it.