

Question : Demonstrate Dijkstra algo.

Ans :

Code :

import sys.

ds @ Graph:

def __init__(Self, Vertices):

Self.V = Vertices.

Self.graph = [[0 for column in range (Vertices)]
for row in range (Vertices)].

def Print Solution (Self, dest):

Print ("Vertex It Distance from Source").

for node in range (Self.V):

Print (node, "It", dist (node))

def min Distance (Self, dest, Spt Set):

min = sys.maxsize.

for V in range (Self.V):

if dist [V] < min and Spt Set [V] == False:

min = dist [V]

min = index = V

return min-index.

return min - index

def dijkstra (self, src):

dist = [sys.maxsize] * Set V

dist[src] = 0

splist = [False] * Set V

for count in range (Set V):

u = self.minDistances (dist, splist)

Spl Set [u] = True

for v in range (Set V):

if self.graph [u][v] > 0 and

dist [v] == sys.maxsize and

dist [v] > dist [u] + self.graph [u][v]:

dist [v] = dist [u] + self.graph [u][v]

self.print solution (dist)

g = graph (8).

g.graph = [[0, 4, 0, 0, 0, 0, 0, 8],

[4, 0, 8, 0, 0, 0, 0, 1],

[0, 8, 0, 7, 0, 4, 0, 2],

[0, 0, 0, 0, 0, 10, 0, 0],

[0, 0, 4, 14, 10, 0, 2, 10],

[0, 0, 0, 0, 0, 2, 1, 6],

g.dijkstra (0). [8, 11, 0, 0, 0, 18, 17].