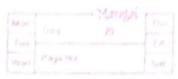
DIDKSTRAS ALGORITHM

metude < bit s/st det t. b> #molude (limits h) #molude (Stdio. h) using nomespace std; # define V 4 int mindut (mt dut[], bool spitset[]) int min= INT_MAY, min-index; for (int V=0; V c V; V++) ij (Spt Set [v] == false 22 dist [v] <= min) min = dist[v], min_index = V; return nin-index; word printsolutions (int dist (1) print ("vertex"); for (int 9=0;9<V; 1++) panty ("% d \ %d \n", 1, dist[1]); wid dijkstra (int graph[v][v], int src) int dist[v]; bood Spt Set [v]; for (mt 1 = 0; 1 < V; 1++) dist[i] = INT_MAX, SptSet[i] = kalse; dut [src]=0. for (mt count=0; (nunt <V-1; count++) of int u= mindist (dist, SptSet); SptSet[u]= true; For (mt v=0; v <V, 9++)



	if [spiser[v] ie graph[u][v] es aut[u]]=
	INI MAX 22 dist [u]+ graph [w][v] & dist [v]
	duise dut su] + graph sulser,
	3
	Printsol (dist);
	S
	int mains
out pri	4
Agent contents of the contents	int graph [v][v];
	cour (" Enter the graph " (endl.
Sut pu'	for (int i=0; i < V; i++)
	d for (j=0;3 <v;j++)< td=""></v;j++)<>
	cin>>graph(i)(j?;
	3
	dijketra (graph, 0);
Output	Enter-the graph.
	0 9 2 5
	9068
	2600
// // // // // // // // // // // //	5800
	vertex <u>bistance</u> from Source
	0
	(1 1) 1) 11 1 1 1 1 1 1 1 1 1 1 1 1 1 1
	2 (1/2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
	3 5 7 12 21 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
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	Carretro 2 1 1 10 1 10 2 10 10 11 1 1 1 1 1 1 1

Enter no. of vertices:4

- Enter the adjacency matrix: 0 5 9999 9999 2 0 4 9999
- 9999 9999 0 6 4 7 5 0
- Enter the starting node:0
- Distance of node1=5
- Path=1<-0
- Distance of node2=9
- Path=2<-1<-0
- Distance of node3=15
- Path=3<-2<-1<-0