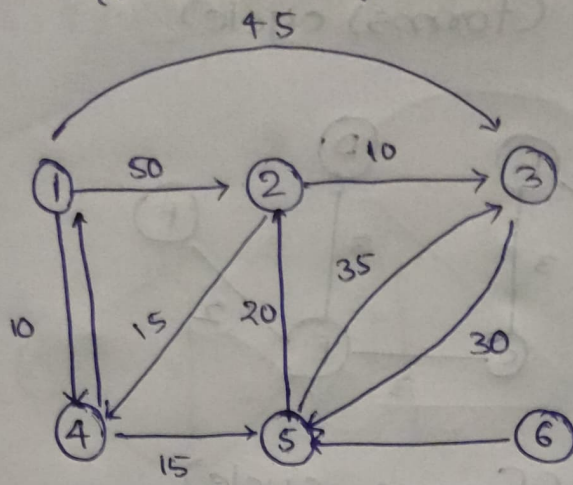


TECHPRODEZZA

Dijkstra's Algorithm



Starting at 1.

Vertex chosen	2	3	4	5	6
4	50	45	10	∞	∞
5	50	45	10	25	∞
2	45	45	10	25	∞
3	45	45	10	25	∞
6	45	45	10	25	∞

● → already selected

○ → New selection

* Single Source Shortest Path

* Method: Greedy.