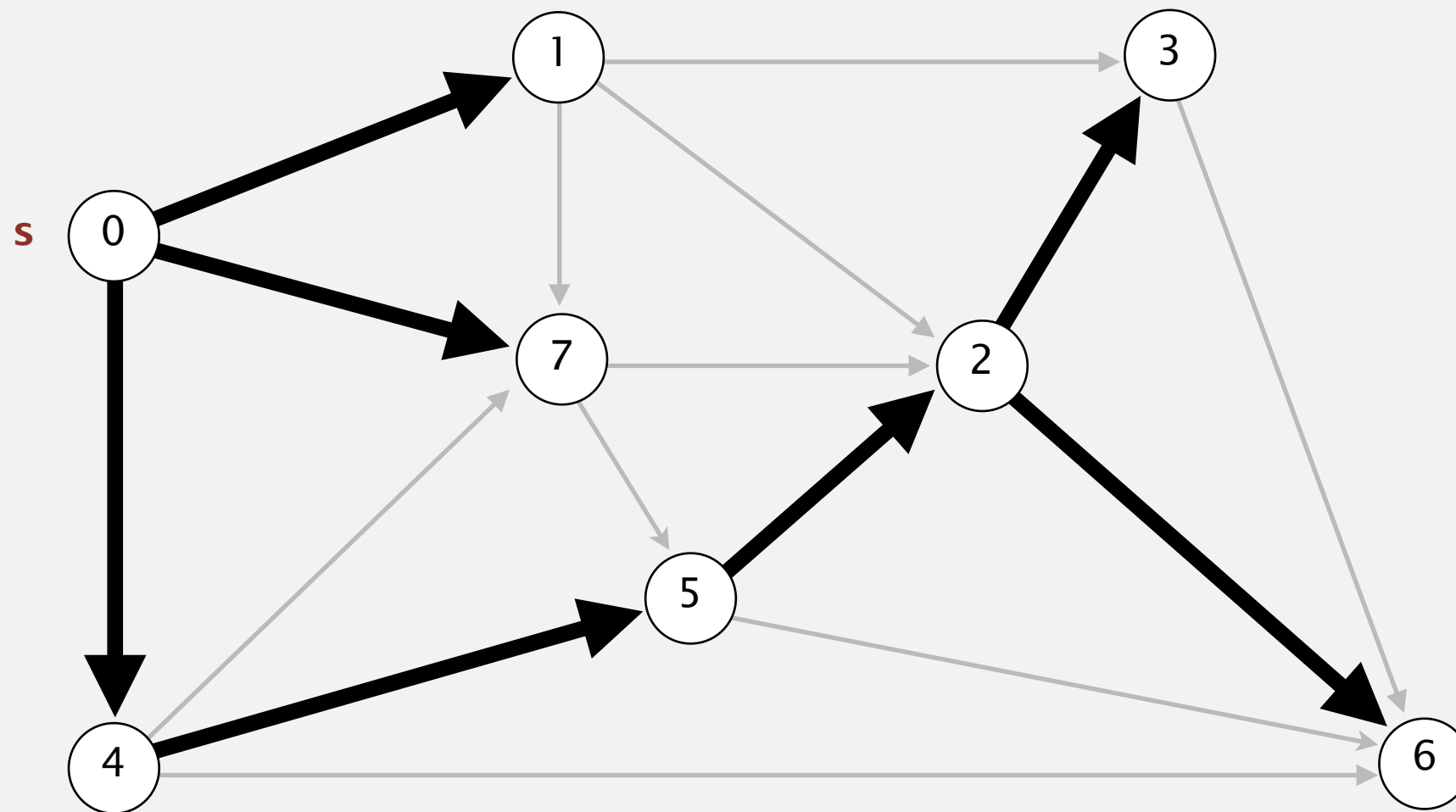


# Dijkstra's algorithm demo

- Consider vertices in increasing order of distance from  $s$  (non-tree vertex with the lowest `distTo[]` value).
- Add vertex to tree and relax all edges adjacent from that vertex.



v	distTo[]	edgeTo[]
0	0.0	-
1	5.0	0→1
2	14.0	5→2
3	17.0	2→3
4	9.0	0→4
5	13.0	4→5
6	25.0	2→6
7	8.0	0→7

shortest-paths tree from vertex  $s$