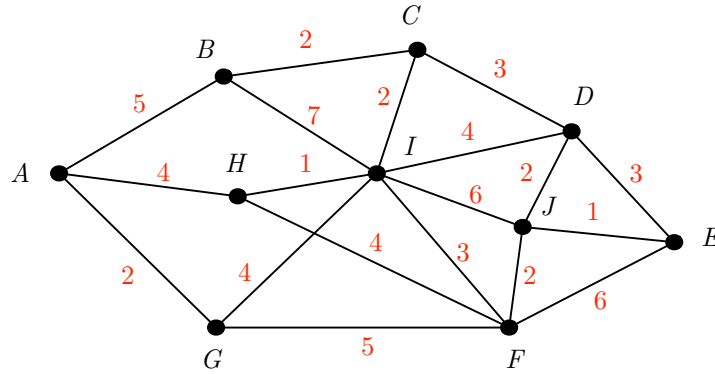
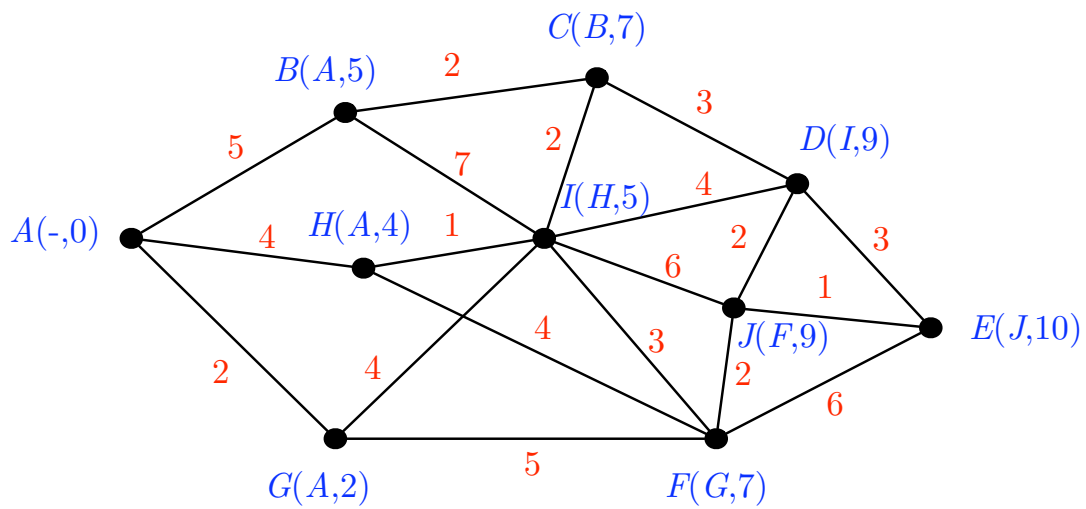


► **Problem 10.4-3**

Apply the first form of Dijkstra's algorithm to find a shortest path from A to E in the graph shown. Label all vertices.



Solution.



□