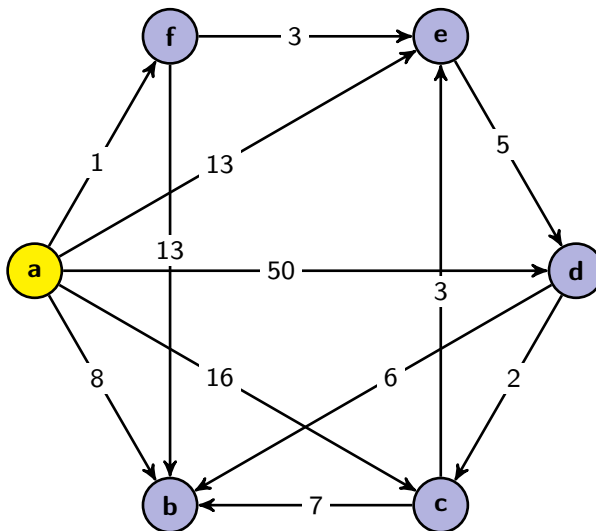


QuickCheck: Dijkstra's Algorithm (due Thursday, March 1)

Name:

0. Velociraptors

Consider the following graph:



Suppose that you are at a and you are planning your escape from a bunch of hungry velociraptors (edge weights represent the expected number of velociraptors you will meet on this path). Run Dijkstra's Algorithm to find the **lengths** of the shortest paths (fewest number of velociraptors met) from a to each of the other vertices. Remember to store the path variable and list the order vertices are added to the known set.

Vertex	Known	Cost of Path	Path
a			
b			
c			
d			
e			
f			

Order added to known set: