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General Questions

Practice Questions

Q1. In Dijkstra's algorithm, what data structure is commonly used to select the next node with the smallest tentative distance?

A. Array
B. Stack
C. Priority Queue
D. Linked List

Solution: A priority queue is used in Dijkstra's algorithm to efficiently retrieve the node with the smallest tentative distance.

Q2. What is the output of Dijkstra's algorithm if the graph is disconnected?

A. Shortest path to all nodes
B. Shortest path to reachable nodes only
C. No path found
D. An error

Solution: Dijkstra's algorithm will return the shortest path to reachable nodes only, while unreachable nodes will have infinite distance.

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