



# **SoulShift - Educational Q&A Platform**

## **General Questions**

Practice Questions



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**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.*



