



SoulShift - Educational Q&A Platform

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.



