**Shortest Path Algorithm (For a weighted graph) & It is a type of Greedy Algorithm**

If you have a source node, this algorithm tells you the shortest path from that source to each other nodes

B is the source node

Going from B to A. B has a cost of 0 (from the source) and the edge costs 2. Add these. The cost of A will be the minimum value between its own cost and the newly added cost.

Node	Parent	Cost	Checked
A	B	2	Yes
B	-	0	Yes
C	B	3	Yes
D	C	4	Yes
E	B	2	Yes
F	E	6	Yes
G	D	6	Yes
H	G	7	No
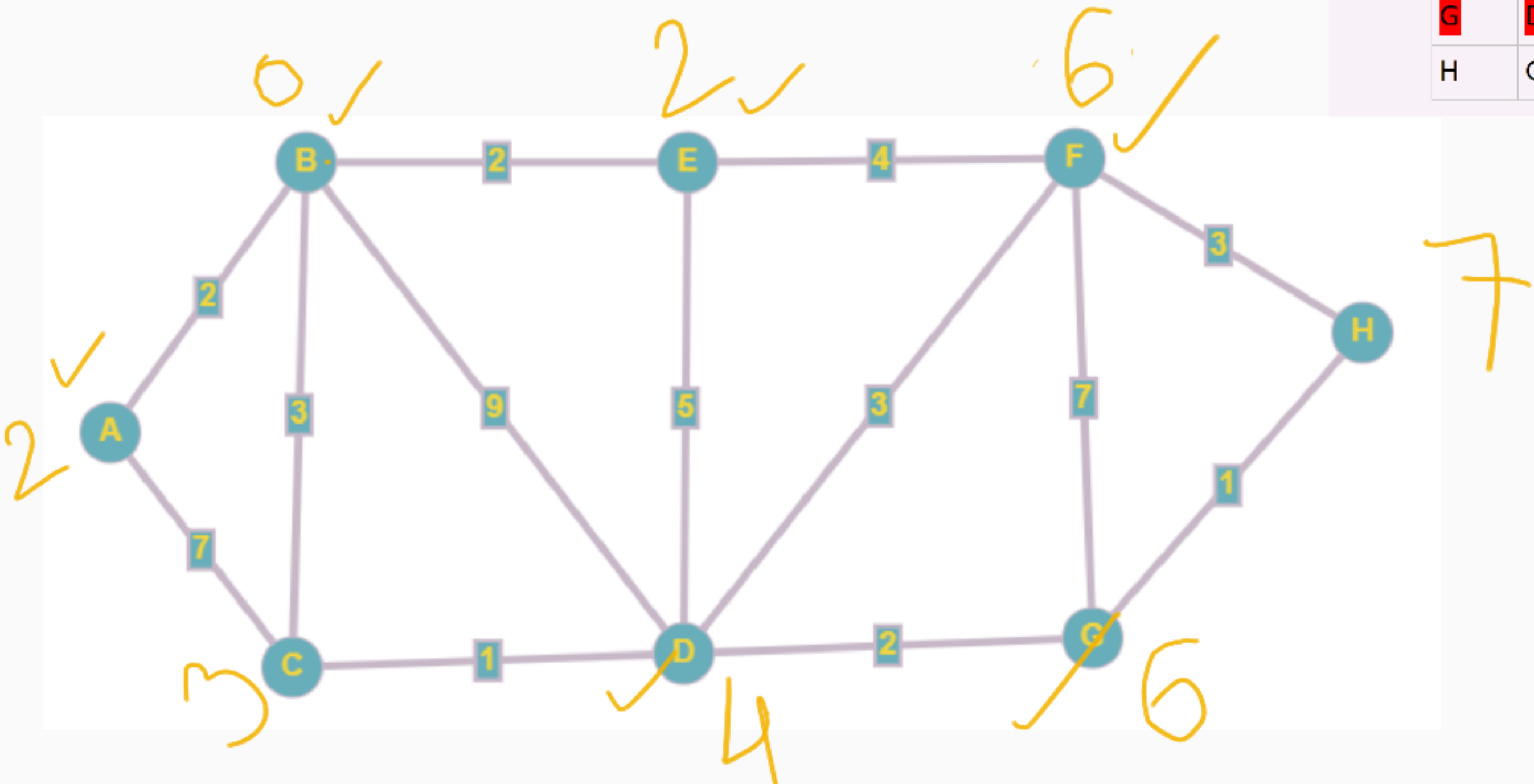
Shortest Path from B to H: B -> C -> D -> G -> H

Dijkstra's Algorithm cannot handle any NEGATIVE edges

Because it gets stuck in an infinite cycle due to its greedy nature

Soln: Bellman Ford's Algorithm