Pseudocode for Dijkstra’s single-source shortest paths algorithm. Let v be the starting node.

At termination, each node n’s d field contains the length of the shortest path from v to n.

```plaintext
S = {}; // settled set: shortest path known
F = {v}; // frontier set: some path known
v.d = 0;
while (F is not empty) {
    f = node in F with smallest d;
    Remove f from F, add it to S;
    for each neighbor w of f {
        if (w not in S or F) {
            w.d = f.d + weight(f, w);
            add w to F;
        } else if (f.d + weight(f, w) < w.d) {
            w.d = f.d + weight(f, w);
        }
    }
}
```