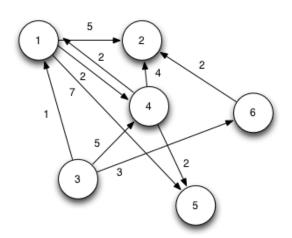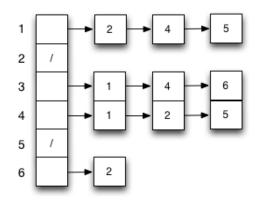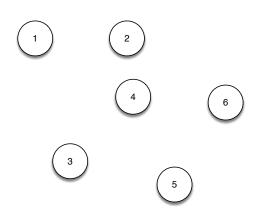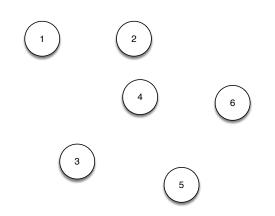Show the execution of Dijkstra's algorithm using *vertex 3* as the source. Fill in the chart for the final d and π values, indicate the edges used in the shortest paths, and list the order that the vertices were *removed* from the queue during the execution of the algorithm.
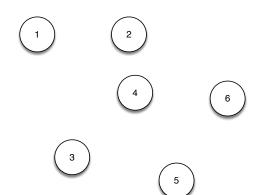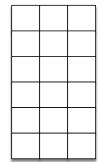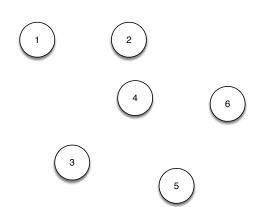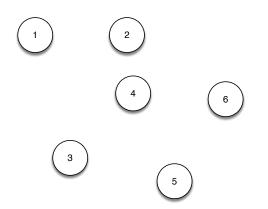

key   u   pi

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