**TREE :- In computer science, a tree is a widely used abstract data type (ADT)--or data structure .**

**GRAPH :- A set of items connected by edges.**

**PATH:- In graph theory path is a direction of the connection of the nodes it has two types directed and non-directed .**

**DIFFERENCE:**

**PRIM:**

**1) Prims builds a mimimum spanning tree by adding one vertex at a time.**

**2)  Prim’s algorithm has a time complexity of O(V2)**

**KRUSKAL:**

**1) Kruska's builds a minimum spanning tree by adding one edge at a time.**

**2) Kruskal’s time complexity is O(logV).**