

WRITEUP

```
#include <stdio.h>
```

```
int minKey (int key[], int mstSet[], int n)
```

```
{
    int min = 100, min_index;
    int v;
    for (v = 0; v < n; v++)
        if (mstSet[v] == 0 & key[v] < min)
            min = key[v], min_index = v;
    return min_index;
}
```

```
int printMST (int parent[], int graph[][10], int n)
```

```
{
    int i;
    printf ("Edge \t Weight \n");
    for (i = 1; i < n; i++)
        printf ("%d - %d \t %d \n", parent[i], i, graph[i][parent[i]]);
}
```

```
void primMST (int graph[][10], int n)
```

```
{
    int parent[n];
    int key[n];
    int mstSet[n];
    int i, count, v, u;

    for (i = 0; i < n; i++)
        key[i] = 100, mstSet[i] = 0;

    key[0] = 0;
    parent[0] = -1;
}
```

```

for (count = 0; count < n-1; count++) {
    u = min Key (key, mstSet, n);
    mstSet[u] = 1;

    for (v = 0; v < n; v++)
        if (!graph[u][v] && mstSet[v] == 0 && graph[u][v] < key[v])
            parent[v] = u, key[v] = graph[u][v];
}
printMST (parent, graph, n);

```

```

}

int main()
{
    int graph[10][10];
    int i, j, n;
    printf ("Enter number of nodes \n");
    scanf ("%d", &n);
    printf ("Enter adjacency matrix \n");
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < n; j++)
            scanf ("%d", &graph[i][j]);
    }
    printMST (graph, n);
    return 0;
}

```

Modification :-

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- * Take the input from user which node has to be excluded. Ex: ~~Ex: Excluded~~ Excluded node = 'c'
- * In primMST function set it as visited, then make its corresponding nodes as infinity.

mstSet[specified_node] = 2

```
for(i=0; i<n; i++)
```

```
{
```

```
    for(j=0; j<n; j++) {
```

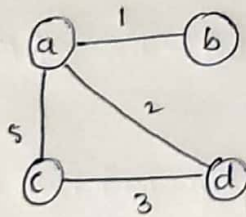
```
        if (i == specified_node || j == specified_node)
```

```
            graph[i][j] = 999;
```

~~From this above algo~~

From above pseudo code we are excluding 'c' by making its distance infinity with ~~the~~ other node.

Ex:-



=>

By excluding 'c' node

