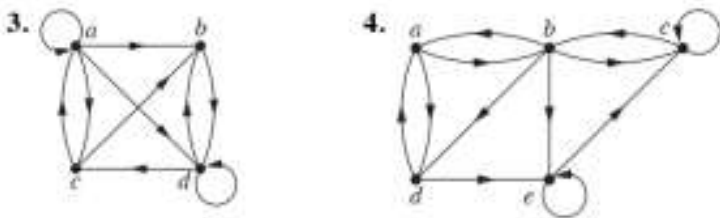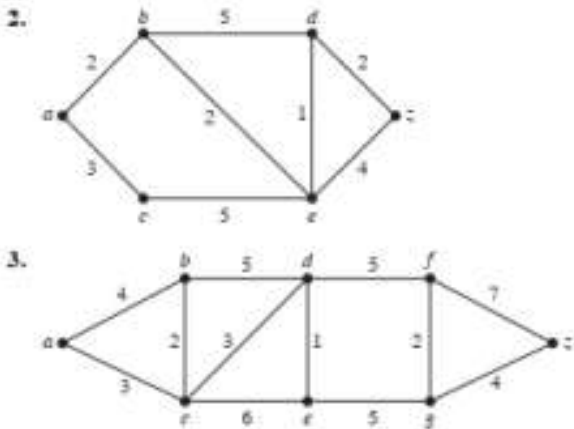# Lab 6

1. Write a program to represent graph and test it properties. Take the graphs in the following figure as a sample.

2. Write a program to find the shortest distance initial and final position using Dijkstra algorithm. Take the graphs in the following figure as a sample.

3. Write a program to find minimum spanning tree using Kruskal algorithm. Take the graphs in the following figure as a sample.

2.

3.