

OUTPUT

Implementation of Kruskal's algorithm

Enter the no. of vertices: 6

Enter the cost adjacency matrix:

0 3 1 6 0 0

3 0 5 0 3 0

1 5 0 5 6 4

6 0 5 0 0 2

0 3 6 0 0 2

0 0 4 2 6 0

The edges of Minimum Cost Spanning

Tree are 1 edge (1,3) =1

2 edge (4,6) =2

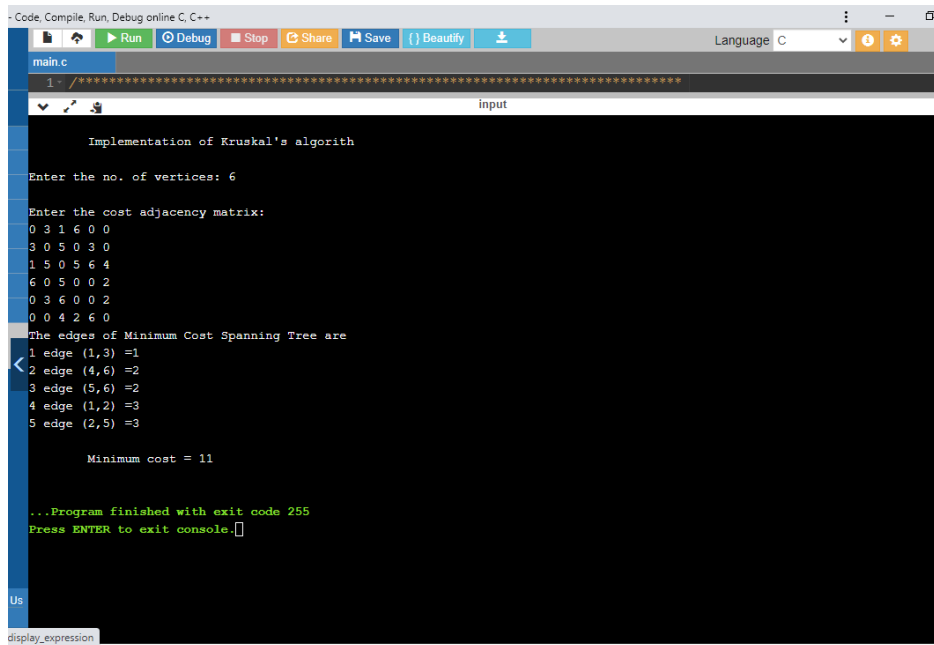
3 edge (5,6) =2

4 edge (1,2) =3

5 edge (2,5) =3

Minimum cost = 11

SCREENSHOT OF OUTPUT:



The screenshot shows an online C++ compiler interface. The top bar includes buttons for Code, Compile, Run, Debug, Stop, Share, Save, and Beautify, along with a Language dropdown set to C. The code editor shows a file named 'main.c' with a single line of code: `1 //*****`. The output window, titled 'input', displays the following text:

```
Implementation of Kruskal's algorithm
Enter the no. of vertices: 6
Enter the cost adjacency matrix:
0 3 1 6 0 0
3 0 5 0 3 0
1 5 0 5 6 4
6 0 5 0 0 2
0 3 6 0 0 2
0 0 4 2 6 0
The edges of Minimum Cost Spanning Tree are
1 edge (1,3) =1
2 edge (4,6) =2
3 edge (5,6) =2
4 edge (1,2) =3
5 edge (2,5) =3
Minimum cost = 11
...Program finished with exit code 255
Press ENTER to exit console.
```

At the bottom left of the output window, the text 'Us' is visible, and at the bottom of the entire interface, the text 'display_expression' is shown.