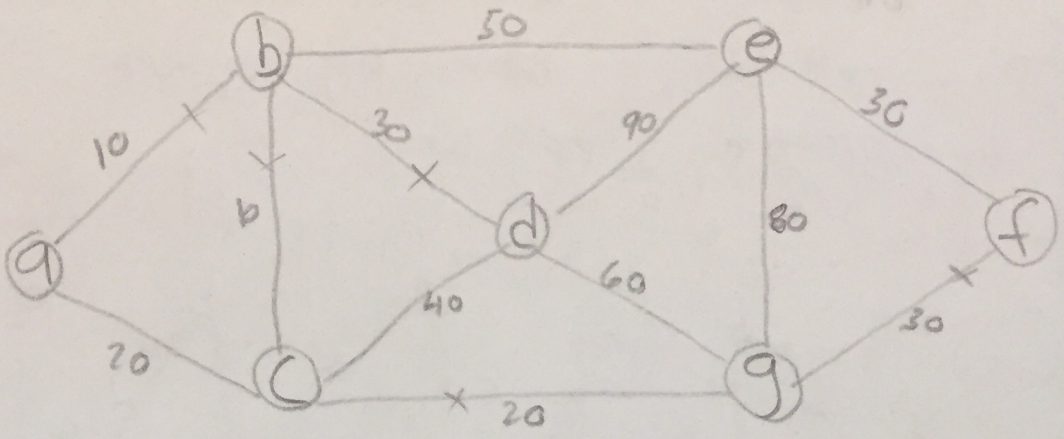
3iii)



Order of adding for Prim's Algorithm :

starting @ vertex (a) ending @ vertex (f)

{ (a, b), (b, c), (c, g), ([redacted]), (b, d), (b, e), (g, f) }

Order of adding for Kruskal's Algorithm :

(a, b) (b, c) (c, g) (b, d) (g, f) (f, e)

1) sort edges in non-degreasing order of their weight.

2) pick smallest edge, if forms cycle do not include.

3) repeat step 2 until all edges are present.