Minimal Spanning Tree function:

First create a sorted list of edges (axending weight)

Place post every note into a separate set by itself.

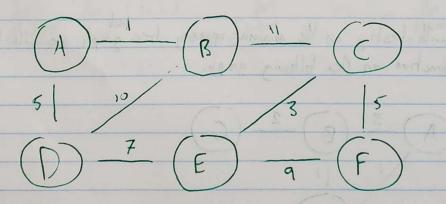
Iterate through edges: if edge connects two separate sets, connect it, and combine the two sets. If edge is between two elements in some set, & remove edge.

Containers needed:

- · Auto-surted list for edges
- · Array of role sets Maxbe linked list structure is better here.

Most likely iterate through set array boking for source to destrolian of each edge.

Graph to test on: named a



Shortest Path Function:

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Some way or another, we must store some furdamental data:

Node Cost Predecessor is visited? Bo sloiges and clarine sale it is also when the should

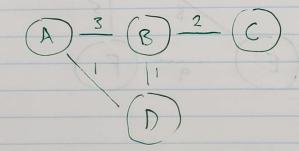
Beginning at source-node, we must look at all neighbors and adjust cost based on the weight of the edge connecting the nodes.

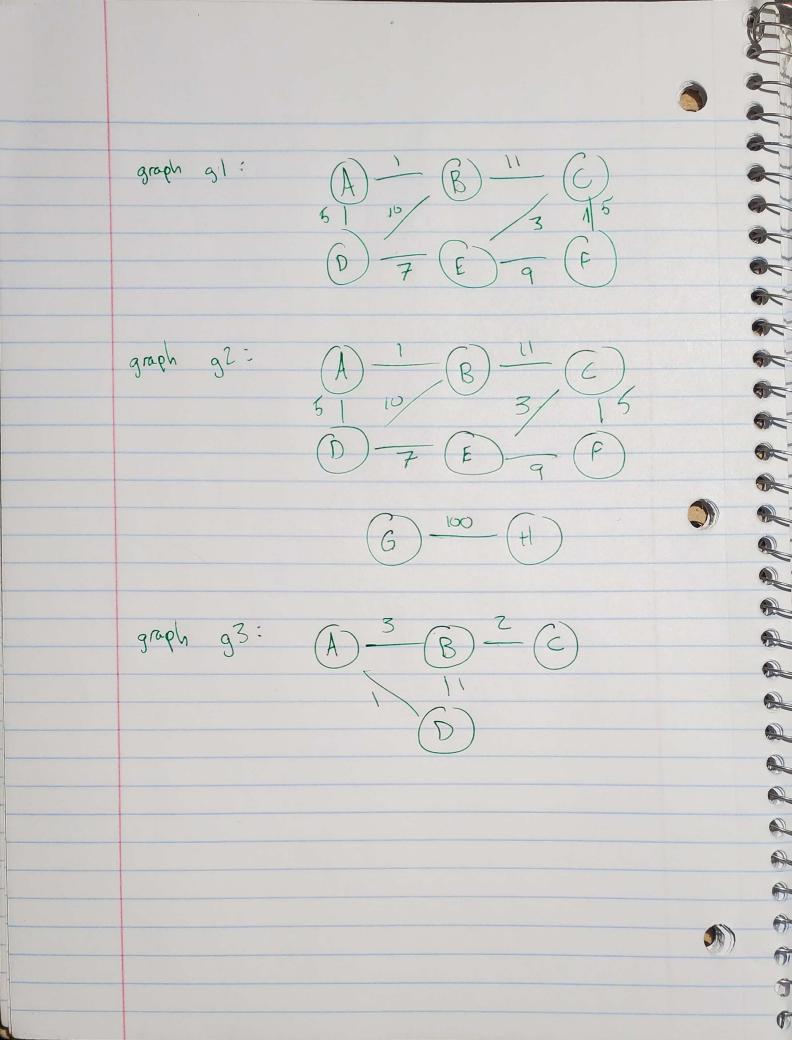
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Next, choose a connected node and look at all of its neighbors. Do this for all nodes until the location is found.

Probably need to use a sorted list of edge weights again, along with a few sets: connected set - all nodes connected to source (visited) unconnected set - all rodes not yet visited adjacent set - all nodes unvisited but connected to checked nodes We probably choose the next rade to examine based on lowest edge weight of edge with source contained in connected (visited) set.

Along with testing on the minimal spanning tree graph, we will test this function on the following graph:





add_node() tests: attempt to add a node that already exists?

attempt to add a node with name

add-edge() tests: attempt to add an edge between 1 or 2 nullipters

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attempt to add an edge between the same node (circular)

shortest-path () tests: attempt to find shortest path between two unsurrected nodes

attempt to find shortest path between the same node (circular)

Minimum_spanning-treel) tests: attempt to find MST of a graph containing two unconnected subgraphs

attempt to find MST of a graph containing zero nodes