

Write a program to sort a list of n element using Selection sort

```
#include<stdio.h>
void selection-sort(int a[], int n)
{
    int i, j, temp, pos=0;
    for(i=0; i<n-1; i++)
    {
        pos=i;
        for(j=i+1; j<n-1; j++)
        {
            if(a[pos]>a[j])
                pos=j;
        }
        temp=a[i];
        a[j]=a[pos];
        a[pos]=temp;
    }
}
```

void main()

```
int a[10], n, i;
printf("Enter the size of the array");
scanf("%d", &n);
printf("Enter array elements");
for(i=0; i<n; i++)
scanf("%d", &a[i]);
printf("Sorted array elements are");
selection-sort(a, n)
for(i=0; i<n; i++)
printf("%d", a[i])
```

Write a program to perform travelling salesman problem

```
#include<stdio.h>
#include<stdlib.h>
#define N 4
int city[N][N];
int mincost=9999;
int bestPath[N];
int calculate(int path[])
{
    int i;
    int cost=0;
    for(i=0; i<n-1; i++)
    {
        cost+=city[path[i]][path[i+1]];
    }
    cost+=city[path[n-1]][path[0]];
    return cost;
}
```

void generatePermutations(int path[], int start, int end)

```
int temp, i;
if(start==end)
{
```

```
    int cost=calculateCost(path);
    if(cost<minCost)
    {
```

```
        mincost=cost;
        for(i=0; i<N; i++)
        {
```

```
            bestPath[i]=path[i];
        }
```

```

y
y
y
else
{
    for(i=start; i<=end; i++)
    {
        temp=path[start];
        path[start]=path[i];
        path[i]=temp;
        generatePermutations(path, start+1, end);
        temp=path[start];
        path[start]=path[i];
        path[i]=temp;
    }
}

```

```

y
y
int main()
{
    int path[N], i, j;
    printf("Enter the cost matrix:\n");
    for(i=0; i<N; i++)
    {

```

```

        for(j=0; j<N; j++)
    {

```

```

            scanf("%d", &city[i][j]);
    }
}
```

```

y
for(i=0, i<N; i++)
{

```

```

    path[i]=i;
}
```

```
y
GeneratePermutations(path, 1, N-1);
printf("minimum cost %.1f\n", minCost);
printf("Best path:");
for (i=0; i<N; i++)
{
    printf("%.1f", bestPath[i]);
}
printf("%.1f", bestPath[0]); // Return to starting point
// city
return 0;
```

Write program to implement dynamic programming algorithm for 0/1 knapsack problem

```
#include<stdio.h>
int max(int a, int b)
{
    if(a>b)
        return a;
    else
        return b;
}
```

```
y void knapsack(int n, int m, int w[10], int p[10])
```

```
{
    int i, j, V[11][11];
    for(i=0; i<=n; i++)
    {
        for(j=0; j<=m; j++)
        {
            if(i==0 || j==0)
                V[i][j]=0;
            else if(w[i]>j)
                V[i][j]=V[i-1][j];
            else
                V[i][j]=max(V[i-1][j], V[i-1][j-w[i]]+p[i]);
        }
    }
    //printf("profit=%d\n", V[n][m]);
}
```

```
y printf("maximum profit earned=%d", V[n][m]);
```

```
y int main()
```

```
int profit[10], weight[10], m, i, n;  
printf("Enter the number of objects");  
scanf("-d", &n);  
printf("Enter the knapsack capacity");  
scanf("d", &m);  
printf("Enter the weights and profits of each objects");  
for(i=1; i<=n; i++)  
    scanf("-d -d", &weight[i], &profit[i]);  
knapsack(n, m, weight, profit);  
y
```

C program to implement DFS and BFS

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

//Depth first search (DFS)

```
void dfs(int a[10][10], int n, int source, int *visited)
```

```
{ int i;
```

```
visited[source]=1;
```

```
printf("%d", source);
```

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

```
{
```

```
if(a[source][i]==1 && !visited[i])
```

```
{
```

```
dfs(a, n, i, visited);
```

```
y
```

```
y
```

```
}
```

//BFS

```
void bfs(int a[10][10], int n, int source, int *visited)
```

```
{ int i;
```

```
int queue[n], front=0, rear=0;
```

```
queue[rear]=source;
```

```
visited[source]=1;
```

```
while(front<rear)
```

```
{ source=queue[front++];
```

```
next statement if(a[source][i]==1 && !visited[i])
```

```
{
```

```
queue[rear++]=i;
```

```
visited[i]=1;
```

```
y
```

```
y
```

```
y
```

q
void main()

```
int a[10][10], visited[10]; i, j
int vertices, edges, s, d;
printf("Enter no. of vertices(max 10);");
scanf("%d", &vertices);
//Initialize adjacency matrix
for(int i=0; i<vertices; i++)
{
    for(j=0; j<vertices; j++)
        a[i][j]=0;
}
```

q
printf("Enter number of edges");

```
scanf("%d", &edges);
printf("Enter edges one by one\n");
for(i=0; i<edges; i++)
```

```
    scanf("%d %d", &s, &d);
    a[s][d]=1;
    a[d][s]=1;
```

q
. .
for(i=0; i<vertices; i++)

```
    visited[i]=0;
```

q

```
printf("Depth-First Search (DFS):");
dfs(a, vertices, 0, visited);
for(i=0; i<vertices; i++)
```

L

visited[i] = 0;

y

printf("In Breadth-First Search (BFS):");

bfs(a, vertices, 0, visited);

fetch();

y

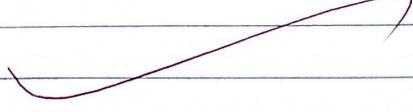
Write a program to find minimum and maximum value in an array using divide & conquer.

```
#include<stdio.h>
#include<conio.h>
void marmin(int a[], int i, int j, int *max, int *min)
{
    int mid, min1, max1;
    if(i==j)
        *max = *min = a[j];
    else if (i==j-1)
    {
        if(a[i]>a[j])
        {
            *max = a[i];
            *min = a[j];
        }
        else
        {
            *max = a[j];
            *min = a[i];
        }
    }
    else
    {
        mid = (i+j)/2;
        marmin(a, i, mid, max, min);
        marmin(a, mid+1, j, &max1, &min1);
        if(max1>*max)
            *max = max1;
        if(min1<*min)
            *min = min1;
    }
}
```

```
void main()
```

```
{  
    int a[10], n, max, min, i;  
    printf("Enter size of array\n");  
    scanf("%d", &n);  
    printf("Enter array elements\n");  
    for(i=0; i<n; i++)  
        scanf("%d", &a[i]);  
    maxmin(a, 0, n-1, &max, &min);  
    printf("max=%d\n", min=%d\n", max, min);  
    getch();  
}
```

y



Write a program to implement divide and conquer strategy.

Eg: Quick sort algorithm for sorting list of integers in ascending order.

```
#include <stdio.h>
#include <conio.h>
int partition(int a[25], int low, int high);
void quick_sort(int a[25], int low, int high);
void main()
{
    int i, n, a[25];
    printf("Enter the size of array\n");
    scanf("%d", &n);
    printf("Enter the array values\n");
    for(i=0; i<n; i++)
        scanf("%d", &a[i]);
    quick_sort(a, 0, (n-1));
    printf("Sorted array is\n");
    for(i=0; i<n; i++)
        printf("%d ", a[i]);
    getch();
}
```

```
void quick_sort(int a[25], int low, int high)
```

```
{
    int j;
    if(low < high)
    {
        j = partition(a, low, high);
        quick_sort(a, low, j-1);
        quick_sort(a, j+1, high);
    }
}
```

```
int partition(int a[25], int low, int high)
```

```
{  
    int temp, i, j, key;  
    key = a[low];  
    i = low + 1;  
    j = high;  
    while (1)
```

```
{  
    while (i < high && key >= a[i])  
        i++;  
    while (key < a[i])  
        j--;  
    if (i < j)  
    {
```

```
        temp = a[i];  
        a[i] = a[j];  
        a[j] = temp;
```

```
y  
else
```

```
{  
    temp = a[low];  
    a[low] = a[j];  
    a[j] = temp;  
    return j;
```

```
y
```

```
y
```

```
y
```

Write a program to implement merge sort algorithm for sorting a list of integer in ascending order.

```
#include<stdio.h>
#include<conio.h>
void mergeSort(int a[20], int low, int high);
void simpleMerge(int a[20], int low, int mid, int high);
void main()
{
    int a[20], n, i;
    printf("Enter size of array\n");
    scanf("%d", &n);
    printf("Enter array element\n");
    for (i=0; i<n; i++)
        scanf("%d", &a[i]);
    mergeSort(a, 0, n-1);
    printf("sorted array is:\n");
    for (i=0; i<n; i++)
        printf("%d\n", a[i]);
    getch();
}
```

~~void simpleMerge(int a[20], int low, int mid, int high)~~

```
int c[20], i, j, k;
i = low;
j = mid + 1;
k = low;
while ((i <= mid) && (j <= high))
{
    if (a[i] < a[j])
        a[k++] = a[i++];
    else
        a[k++] = a[j++];
}
```

```

else
{
    c[k++] = a[j++];
}

while(i <= mid)
{
    c[k++] = a[i++];
}

while(j <= high)
{
    c[k++] = a[j++];
}

for(i = low; i <= high; i++)
{
    a[i] = c[i];
}

void mergeSort(int a[20], int low, int high)
{
    int mid;
    if(low < high)
    {
        mid = (low + high) / 2;
        mergeSort(a, low, mid);
        mergeSort(a, mid + 1, high);
        mergeSort(a, low, mid, high);
    }
}

```

C program that accepts vertices and edges of a graph and stores it as an adjacency matrix

```
#include<stdio.h>
#define MAX 10
int main()
{
    int a[MAX][MAX], v, e, s, d;
    printf("Enter number of vertices");
    scanf("%d", &v);
    for(i=0; i<v; i++)
    {
        for(j=0; j<v; j++)
        {
            a[i][j]=0;
        }
    }
    printf("Enter number of edges");
    scanf("%d", &e);
    printf("Enter the edges one by one from source to destination");
    for(i=0; i<e; i++)
    {
        scanf("%d %d", &s, &d);
        a[s][d]=1;
        a[d][s]=1;
    }
    printf("Adjacency matrix");
    for(i=0; i<v; i++)
    {
        for(j=0; j<v; j++)
        {
            if(a[i][j]==1)
                printf("1");
            else
                printf("0");
        }
    }
}
```

c
y printf("%d", a[i][j]);
y printf("\n");
y

Implementation of in-degree and out-degree and display the adjacency matrix

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

```
int main()
```

```
{
```

```
    int a[10][10], v, e, s, d, i, j, indegree[10], outdegree[10]
```

```
    printf("Enter the number of vertices");
```

```
    scanf("%d", &v);
```

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

```
        for(j=0; j<v; j++)
```

```
            a[i][j]=0;
```

```
    printf("Enter the number of edges");
```

```
    scanf("%d", &e);
```

```
    printf("Enter edges one by one from source to its destination");
```

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

```
{
```

```
        scanf("%d %d", &s, &d);
```

```
        a[s][d]=1;
```

```
y
```

```
printf("Adjacency matrix");
```

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

```
{
```

```
    for(j=0; j<v; j++)
```

```
{
```

```
        printf("%d", a[i][j]);
```

```
y
```

```
        printf("\n");
```

```
y
```

```
printf("Vertex In degree Out degree");
```

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

{

```
    indegree[i] = 0, outdegree[i] = 0;
```

```
    for(j=0; j<V; j++)
```

{

```
        if(a[j][i]==1)
```

```
            indegree[i]++;

```

```
        else if(a[i][j]==1)
```

```
            outdegree[i]++;

```

}

```
printf('dlt %dlt %dlt', i, indegree[i], outdegree[i])
```

}

}

Write a program to perform knapsack problem using Greedy solution

```
#include <stdio.h>
void knapsack(int n, float weight[], float profit[], float capacity)
```

```
float x[20], tp = 0;
```

```
int i, j, rc;
```

```
rc = capacity;
```

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

```
x[i] = 0.0;
```

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

```
{
```

```
    if (weight[i] < rc)
```

```
{
```

```
        x[i] = 1.0;
```

```
        tp = tp + profit[i];
```

```
        rc = rc - weight[i];
```

y

else

break;

if (i < n)

x[i] = rc / weight[i];

tp = tp + (x[i] * profit[i]);

printf("In the result vector is : ");

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

printf("%.1f ", x[i]);

printf("In maximum profit is %.1f ", tp);

```
int main()
```

```
{
    float weight[20], profit[20], capacity;
    int num i, j;
    float ratio[20], temp;
    printf("In Enter the number of objects : ");
    scanf("%d", &num);
    printf("In Enter the weights and profit of each
object : ");
    for(i=0; i<num; i++)

```

```
{
    scanf("%f %f", &weight[i], &profit[i]);
}

```

```
printf("In Enter capacity of knapsack : ");
scanf("%f", &capacity);
for(i=0; i<num; i++)

```

```
{
    ratio[i] = profit[i] / weight[i];
}

```

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

```

```
{
    for(j=i+1; j<num; j++)

```

```

        if(ratio[i] < ratio[j])

```

~~temp = ratio[j];~~

~~ratio[j] = ratio[i];~~

~~ratio[i] = temp;~~

~~temp = weight[j];~~

~~weight[i] = temp;~~

~~weight[j] = weight[i];~~

temp = profit[j];
profit[j] = profit[i];
profit[i] = temp;

y

y

knapsack(num, weight, profit, capacity);

return 0;

y

Write program to implement backtracking algorithm for solving problem like NQueens.

```
#include<stdio.h>
#include<math.h>
#define TRUE 1
#define FALSE 0
int i, j;
void print_solution(int n, int x[])
{
    char c[10][10];
    for(int i=1; i<=n; i++)
    {
        for(int j=1; j<=n; j++)
        {
            c[i][j] = 'X';
        }
    }
    for(i=1; i<=n; i++)
    {
        c[i][x[i]] = 'Q';
    }
    for(i=1; i<=n; i++)
    {
        for(j=1; j<=n; j++)
        {
            printf("%c", c[i][j]);
        }
        printf("\n");
    }
}
```

```

int placeCint int x[], int k)
{
    for(int i=1; i<=k-1; i++)
    {
        if(x[i]==x[k] || abs(i-k) == abs(x[i]-x[k]))
        {
            return FALSE;
        }
    }
    return TRUE;
}

void nqueensCint n)
{
    int x[10];
    int count=0;
    int k=1;
    x[k]=0;
    while(k!=0)
    {
        x[k]+ = 1;
        while((x[k]<=n) && (!place(x,k)))
        {
            x[k]- = 1;
        }
        if(x[k]<=n)
        {
            if(k==n)
            {
                count++;
                printf('Solution %d is %n', count);
                printf_solution(n, x);
            }
        }
    }
}

```

```
y  
else  
{  
    k++;  
    x[k] = 0;  
  
y  
else  
k--;  
y  
void main()  
{  
    int n;  
    printf("Enter the number of queens\n");  
    scanf("-d", &n)  
    nqueens(n);  
}
```

C program to solve sum of subset

79

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

```
void backtrack(int set[], int n, int subset[], int k, int targetsum, int index, int sum);
```

```
void print_solution(int subset[], int k);
```

```
int main()
```

```
{
```

```
    int set[10], targetsum, n, i;
```

```
    printf("Enter the number of elements in the set:");
```

```
    scanf("%d", &n);
```

```
    printf("Enter the elements in the set:\n");
```

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

```
{
```

```
    scanf("%d", &set[i]);
```

```
}
```

```
    printf("Enter the targetsum:");
```

```
    scanf("%d", &targetsum);
```

```
    int subset[10];
```

```
    printf("The subsets are:\n");
```

```
    backtrack(set, n, subset, 0, targetsum, 0, 0);
```

```
}
```

```
void backtrack(int set[], int n, int subset[], int k,
              int targetsum, int index, int sum)
```

```
{
```

```
    if(sum == targetsum)
```

```
{
```

```
    print_solution(subset, k);
```

```
    return;
```

```
}
```

```
if(index >= n || sum > targetsum)
{
    return;
}
subset[k] = set[index];
backtrack(set, n, subset, k+1, targetsum, index+1, sum +
set[index]);
backtrack(set, n, subset, k, targetsum, index+1, sum);
void print-solution(int subset[], int k)
{
    int i;
    printf("(")
    for(i=0; i<k; i++)
    {
        printf("%d; subset");
        if
            printf("y\n");
```

Write program to implement greedy algorithm for
job sequencing with deadlines

89

```
#include <stdio.h>
void jobsequencing(int n, int d[10], int p[10])
```

```
{ int dmax, J[10], i, k, tp = 0;
```

```
    dmax = d[i];
```

```
    for(i = 2; i <= n; i++)
```

```
{
```

```
    if(d[i] > dmax)
```

```
{
```

```
        dmax = d[i];
```

```
y
```

```
for(i = 1; i <= dmax; i++)
```

```
{
```

```
    J[i] = 0;
```

```
y
```

```
for(i = 1; i <= n; i++)
```

```
{
```

~~```
k = d[i];
```~~~~```
while(k != 0)
```~~~~```
x
```~~~~```
if(J[k] == 0)
```~~~~```
{
```~~~~```
J[k] = i;
```~~~~```
tp = tp + p[i];
```~~~~```
break;
```~~~~```
y
```~~~~```
K --;
```~~~~```
y
```~~

printf("The final solution vector which gives  
optimal solution is : \n");  
for (i=1; i<=clmat; it++)  
    printf("./d\n", J[i]);

printf("The total profit is ./d", tp);

int main()

    int num, i, j, p[10], d[10], temp;  
    printf("Enter the number of jobs: ");  
    scanf("./d", &num);  
    printf("Enter the profits and deadlines of each  
    objects ");  
    for (i=1; i<=num; it++)  
    {  
        scanf("./d./d", &p[i], &d[i]);  
    }  
    for (i=1; i<=num; it++)  
    {  
        for (j=i+1; j<=num; j++)  
        {  
            if (p[i] < p[j])  
            {  
                temp = p[j];  
                p[j] = p[i];  
                p[i] = temp;  
                temp = d[j];  
                d[j] = d[i];  
                d[i] = temp;  
            }  
        }  
    }

y  
y  
y  
jobsequencing (num, d, p);  
return 0;

Write program to implement dynamic programming  
for the optimal binary search tree problem

#include <stdio.h>

#include <conio.h>

int find(int c[s][s], int r[s][s], int i, int j)

{ int min=999, m, t;

for(m=i[r[i][j-1]]; m<=r[i+1][j]; m++)

{ if(c[c[i][m-1] + c[m][j]] < min)

{ min=c[i][m-1] + c[m][j];  
t=m;

}

}

return t;

void OBST(int n, int p[s], int q[s])

{

int i, j, k, m, w[s][s], c[s][s], r[s][s];

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

{

w[i][i]=q[i];

r[i][i]=0;

c[i][i]=0;

y

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

{

w[i][i+1]=p[i+1]+q[i+1]+w[i][i];

r[i][i+1]=i+1;

c[i][i+1]=w[i][i+1];

```
for(m=2; m<=n; m++)
{
 for(i=0; i<=n; i++)
 {
 j = i+m;
 w[i][j] = p[j] + q[j] + w[i][j-1];
 k = find(c, i, i, j);
 c[i][j] = c[j][k-1] + c[k][j] + w[i][j];
 r[i][j] = k;
 }
}
```

y  
printf("The cost of optimal binary search tree  
whose node is /d is %.d", r[0][n], c[0][n]);

y  
void main()

```
{
 int n, p[5], q[5], i;
 printf("Enter the number of identifiers in the
 binary search tree\n");
 scanf("%d", &n);
 printf("Enter the successful search\n");
 for(i=1; i<=n; i++);
 {
 scanf("%d", &p[i]);
 }
}
```

y  
printf("Enter the probabilities of unsuccessful search  
for(i=0; i<=n; i++)

```
{
 scanf("%d", &q[i]);
}
OBST(n, p, q);
fetch();
y
```

C program to solve prims algorithm problem

```
#include<stdio.h>
#include<stdlib.h>
#define MAX 10
```

```
int totalweight=0
int find_source(int d[MAX], int s[MAX], int n)
```

```
{ int min=9999 source=-1, i;
```

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

```
{
```

```
if(s[i]==0 && d[i]<min)
```

```
min=d[i];
```

```
source=i;
```

```
}
```

```
y
```

```
return source;
```

```
y
```

```
void primslnt n, int w[MAX][MAX])
```

```
{
```

```
int p[MAX];
```

```
int s[MAX];
```

```
int d[MAX];
```

```
int i,j;
```

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

```
{
```

```
s[i]=0;
```

```
d[i]=9999;
```

```
p[i]=-1;
```

```
y
```

```
for(i=0; i<n-1; i++)
```

```
{ int u=find-source(d,s,n);
if(u == -1)
```

```
{ printf("Graph is disconnected. No MST can be
formed\n");
return;
```

y

```
s[u]=1;
```

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

```
{ if(w[u][j] != 0 && s[j] == 0 && w[u][j] < d[j])
```

y

```
p[j]=u;
```

```
d[j]=w[u][j];
```

y

y

```
printf("Edge Id weight\n");
```

```
for(i=1; i<n; i++)
```

y

```
if(p[i] == -1)
```

y

```
printf("./d - ./d\n", p[i], i, w[i][p[i]]);
totalweight += w[i][p[i]];
```

y

```
printf("Total weight of MST: ./d\n", totalweight);
y
```

int main()

```

 int n, i, j;
 int w[MAX][MAX];
 printf("Enter the number of vertices:");
 scanf("%d", &n);
 if(n>MAX)
 {
 printf("Number of vertices exceeds maximum
 limit(%d)\n", MAX);
 return 1;
 }
 printf("Enter the adjacency matrix (0 for no edge):\n");
 for(i=0; i<n; i++)
 {
 for(j=0; j<n; j++)
 {
 scanf("%d", &w[i][j]);
 if(w[i][j]<0)
 {
 printf("Negative weights are not allowed in
 prims algorithm\n");
 return 1;
 }
 }
 }
}

```

y

y

y

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Write a program that implements Kruskal's algorithm  
to generate minimum cost spanning tree

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

```
#include<stdlib.h>
```

```
#define MAX 100
```

```
int parent[MAX];
```

```
//function to find the root of an element
```

```
int find(int i)
```

```
{ while(parent[i]!=i)
```

```
 i=parent[i];
```

```
return i;
```

```
y void union1(int i, int j)
```

```
{
```

```
 int a=find(i);
```

```
 int b=find(j);
```

```
 parent[a]=b;
```

```
y
```

~~```
void kruskal(int n, int edges[][3], int e)
```~~~~```
{
```~~~~```
    int mincost=0, i, j, temp[3], u, v, w;
```~~~~```
 int count=0;
```~~~~```
    for(i=0; i<n; i++)
```~~~~```
{
```~~

```
parent[i]=i;
```

```
for(j=0; j<e; j++)
```

```
{
```

```
 for(j=0; j<e-i-1; j++)
```

```
{
```

if( $\text{edges}[j][2] > \text{edges}[j+1][2]$ )

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```
 temp[0] = edges[j][0];
 temp[1] = edges[j][1];
 temp[2] = edges[j][2];
 edges[j][0] = edges[j+1][0];
 edges[j][1] = edges[j+1][1];
 edges[j][2] = edges[j+1][2];
 edges[j+1][0] = temp[0];
 edges[j+1][1] = temp[1];
 edges[j+1][2] = temp[2];
```

y

y

```
y
printf("edges in the MST:\n");
for(i=0; i<e; i++)
```

y

```
u = edges[i][0];
v = edges[i][1];
w = edges[i][2];
if(find(u) != find(v))
```

y

```
printf("%d - %d : %d\n", u, v, w);
```

```
mincost += w;
```

```
count++;
```

```
union1(u, v);
```

y

```
y
if(count == n-1)
```

y

```
printf("Spanning tree is not possible");
```

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```
#include <stdio.h>
int main()
{
 int n, e, i;
 int edges[MAX][3];
 printf("Enter the number of vertices:");
 scanf("%d", &n);
 printf("Enter the number of edges:");
 scanf("%d", &e);
 printf("Enter the edges(u v w):\n");
 for(i=0; i<e; i++)
 {
 scanf("%d %d %d", &edges[i][0], &edges[i][1], &edges[i][2]);
 }
 kruskal(n, edges, e);
 return 0;
}
```