

1. C

2. B

3. C

4. B

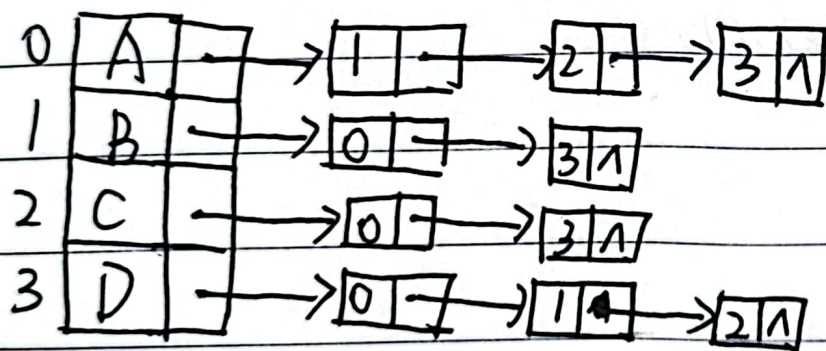
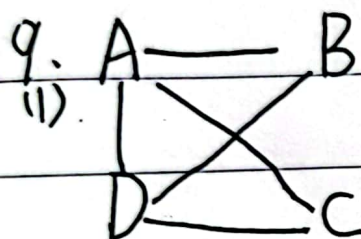
5. D

6. ①: D ②: B

7. A

8. (1). D

(2). B

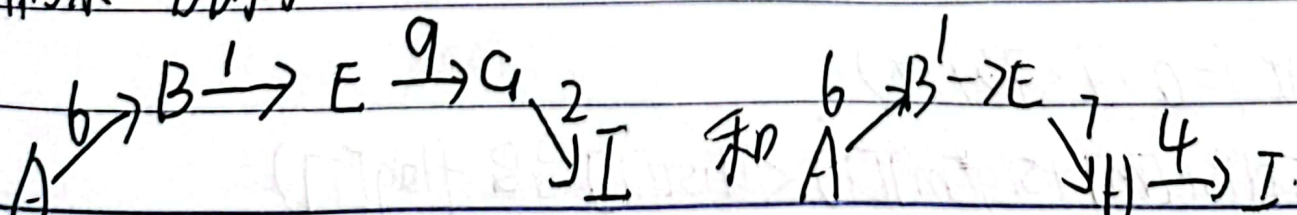


12. DFS: ABDC

BFS: ABCD

10. 18.

有两条: 分别为



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

```
int main( )
```

```
{ int sig[7][7];
```

```
for(int i=0; i<7; i++)
```

```
for(int j=0; j<7; j++)
```

```
{ scanf("%d", &sig[i][j]);
```

```
if (sig[i][j] == -1)
```

```
sig[i][j] = ∞; }
```

```
int flag[7], dist[7];
```

```
for(int i=0; i<7; i++)
```

```
{ flag[i] = 1;
```

```
dist[i] = sig[0][i]; }
```

```
flag[0] = 0; int min = ∞, m;
```

```
for(int k=0; k<6; k++)
```

```
{ min = ∞;
```

```
for(int i=0; i<7; i++)
```

```
{ if (dist[i] < min && flag[i])
```

```
{ min = dist[i];
```

```
m = i; }
```

```
flag[m] = 0
```

```
for(int i=0; i<7; i++)
```

```
{ if (dist[m] + sig[m][i] < dist[i] && flag[i])
```




```
dist[i] = dist[m] + sig[m][i];  
}
```

```
return 0;
```

```
}
```

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

```
int main ( )
```

```
{ int sig[5][5];
```

```
for (int i=0; i<5; i++)
```

```
for (int j=0; j<5; j++)
```

```
{ scanf ("%d", &sig[i][j]);
```

```
if (sig[i][j] == -1)
```

```
sig[i][j] = ∞; }
```

```
int int flag[5], dist[5], pre[5];
```

```
for (int i=0; i<5; i++)
```

```
{ flag[i] = 1;
```

```
dist[i] = sig[0][i];
```

```
flag[0] = 0
```

```
for (int i=0; i<5; i++)
```

```
if (sig dist[i] < ∞)
```

```
pre[i] = 0
```

```
int min min, m, sum = 0;
```

```
for (int k=0; k<4; k++)
```

```
{ min = ∞;
```



```
for(int i=0; i<5; i++)
```

```
if (dist[i] < min && flag[i])
```

```
{ min = dist[i];
```

```
  m = i; }
```

```
flag[m] = 0;
```

```
sum += min;
```

```
for(int i=0; i<5; i++)
```

```
if (sig[m][i] < dist[i] && flag[i])
```

```
{ dist[i] = sig[m][i];
```

```
  pre[i] = m; }
```

```
return 0; }
```

(Prim 算法).

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

```
int main( )
```

```
{ int sig[5][5];
```

```
  . . . . .
```

```
int vest[5];
```

```
for(int i=0; i<5; i++)
```

```
  vest[i] = 5; MST[4]:
```

```
Edge E[50]; int t=0;
```

```
for(int i=0; i<5; i++)
```

```
  for(int j=0; j<5; j++)
```

```
type def struct
```

```
{ int to from;
```

```
  int to to;
```

```
  int weight; } Edge;
```




```
if (sig[i][j] != 0 && sig[i][j] < ∞)
```

```
E[i] { E[t].from = i;
```

```
E[t].to = j;
```

```
E[t].weight = sig[i][j] }
```

```
qsort(E); // 给 E 排序
```

```
int count = 0;
```

```
int i = 0, x, y;
```

```
while (count < 4)
```

```
{ x = Vest[E[i].from];
```

```
y = Vest[E[i].to];
```

```
if (x != y)
```

```
{ MST[count++] = E[i]
```

```
for (int j = 0; j < 5; j++)
```

```
if (Vest[j] == y)
```

```
Vest[j] = x;
```

```
}
```

```
i++;
```

```
}
```

```
return 0;
```

Kruskal 算法.

