```
/*
name : Durvesh D. Dhake
section: A
roll no: A-48
batch: A-2
*/

// 8. A program for implementation of Kruskal's algorithm
#include<stdio.h>
void main()
{
int a,b,n,ne=1,i,j,min,cost[10] [10],mincost=0;
printf("\n Enter The no of Vertices=");
scanf("%d",&n);
printf("\n Enter The adj Matrix\n");
for(i=1;i<=n;i++)
{
  for(j=1;j<=n;j++)
  {
  scanf("%d",&cost[i][j]);
  if(cost[i][j]==0)
  {
  cost[i][j]=999;
  }
  }
}
while(ne<n)
{
  min=999;
  for(i=1;i<=n;i++)
  {
  for(j=1;j<=n;j++)
  {

if(cost[i][j]<min)
{
  min=cost[i][j];
  a=i;
  b=j;
}

  }
  }
  printf("edge(%d,%d)=%d\n",a,b,min);
  mincost=mincost+min;

cost[a][b]=cost[b][a]=999;
ne++;
}
printf("\nMinmum spanning Tree of wt=%d",mincost);
}
/*
  ****OUTPUT****
Enter the no of Vertices=4
Enter the adjecent Matrix=
0 7 1 6
7 0 5 2
```

```
1 5 0 3
6 2 3 0
Edge(1,3)=1
Edge(2,4)=2
Edge(3,4)=3
Minimum spanning Tree of wt=6
*/
```