Algorithm 1 Kruskal Minimum Spanning Tree Algorithm

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WeightedGraph(G)
         \triangleright let P be a partition of the vertices of G, where each vertex forms a
                   \triangleright let Q be a priority queue storing the edges of G and their
weights
T \leftarrow \emptyset
while Q \neq \emptyset do
    (u,v) \leftarrow Q.removeMinElement
    if P.find(u) \neq P.find(v) then
                                           \triangleright Ensure u and v are not on same tree
        T \leftarrow edge(u, v)
                                  ▷ Assign edge (u,v) to minimum spanning tree
        P.union(u, v)
                             \triangleright Replace seperate sets storing u and v with union
    end if
end while
     {f return}\ Minimum Spanning Tree T
```