#### Aim:-

. For a weighted graph G, find the minimum spanning tree using Prims algorithm

## Objective:-

To find the minimum spanning tree using Prims algorithm

### Theory:-

Prim's algorithm is a minimum spanning tree algorithm that takes a graph as input and finds the subset of the edges of that graph which

- form a tree that includes every vertex
- has the minimum sum of weights among all the trees that can be formed from the graph

# Algorithm:-

t falls under a class of algorithms called greedy algorithms which find the local optimum in the hopes of finding a global optimum.

We start from one vertex and keep adding edges with the lowest weight until we we reach our goal.

The steps for implementing Prim's algorithm are as follows:

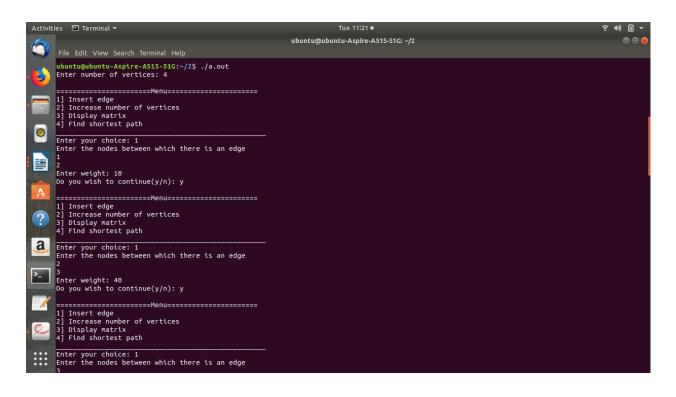
- 1. Initialize the minimum spanning tree with a vertex chosen at random.
- 2. Find all the edges that connect the tree to new vertices, find the minimum and add it to the tree
- 3. Keep repeating step 2 until we get a minimum spanning tree.

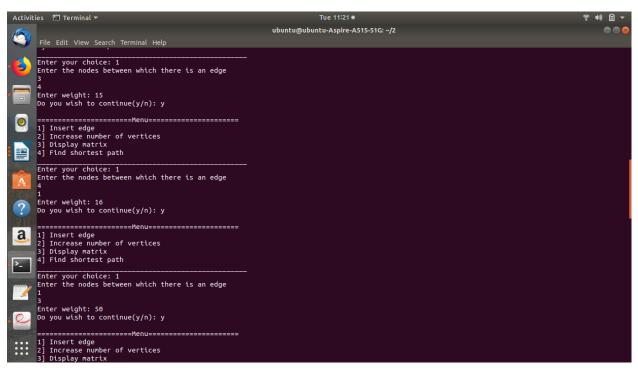
#### Code:-

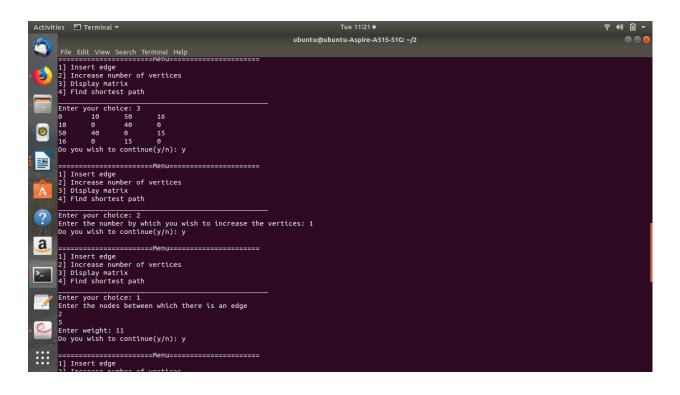
```
cout<<a[i][j]<<"\t";
               cout<<endl;
     }
void prims(int src)
          int sp[v], dist[v], visited[v], parent[v], c=0;
for(int i=0;i<v;i++)
{</pre>
          dist[src-1]=0;
parent[src-1]=-1;
for(int i=0;i<v;i++)</pre>
               int min=9999,min_ind;
for(int j=0;j<v;j++)
{
                     if(!visited[j] && dist[j]<min )
{</pre>
               int U=min_ind;
visited[U]=1;
sp[c]=U;
c++;
for(int V=0;V<v;V++)</pre>
                     if(!visited[V] && a[U][V] && a[U][V]<dist[V] && dist[U]!
=9999)
                          parent[V]=U;
dist[V]=a[U][V];
           for(int i=0;i<c;i++)
               cout<<sp[i]+1<<" link from "<<parent[i]+1<<endl;</pre>
          cout<<endl;
     }
int main()
     char r;
do
{
          graph g;
char op;
int v;
cout<<"Enter number of vertices: ";</pre>
          cin>>v;
g.update_v(v);
go
case 1: {
                                    int n1, n2, wt;
```

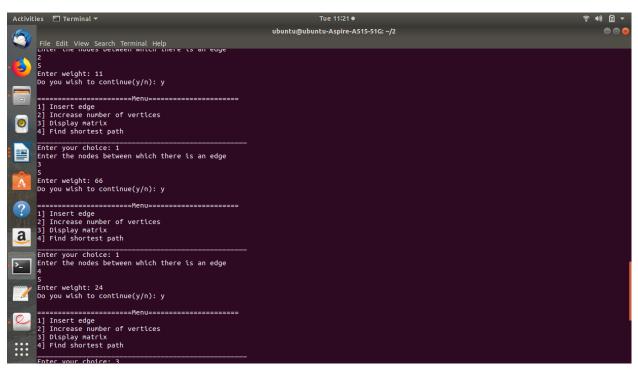
```
cout<<"Enter the nodes between which there is
an edge\n";
                                  cin>>n1>>n2;
cout<<"Enter weight: ";
cin>>wt;
g.insert_edge(n1,n2,wt);
                                   int n;
cout<<"Enter the number by which you wish to</pre>
increase the vertices: ";
                                   cin>>n;
                                   v+=n;
g.update_v(v);
                              preak;
                    case 3:
                                   g.display();
                              break;
{
                    case 4:
                                  int src,dst;
cout<<"Source: ";
cin>>src;
g.prims(src);
                   break;
default:cout<<"Error 404....page not found\n";
    cout << "* Thank You! *\n";
cout << "**************
     return 0;
```

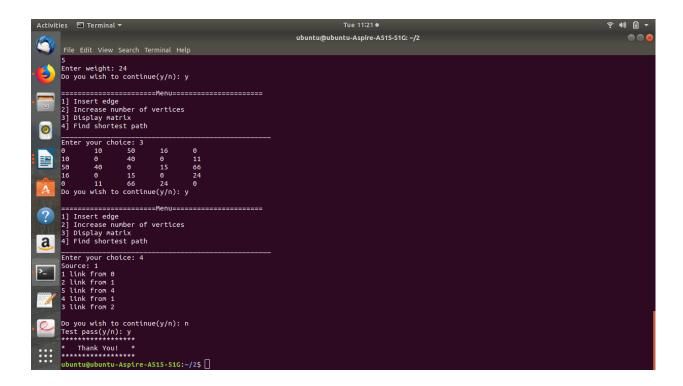
Output Screenshot:-











### Conclusion:-

We Have Successfully Implemented Prims Algorithm.