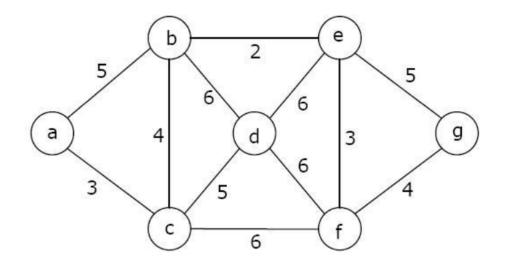
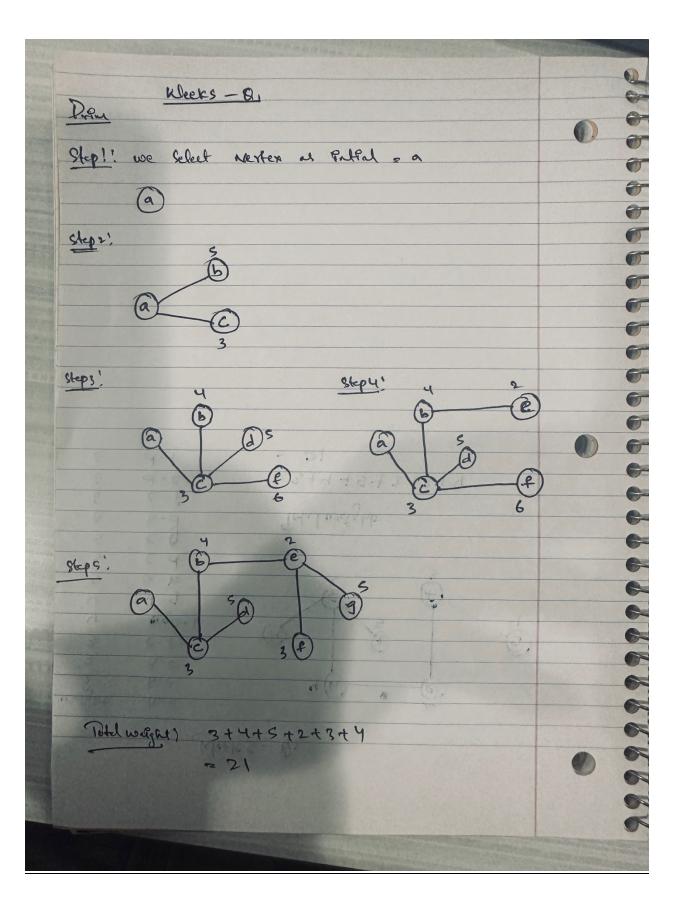
Week5-Q1





## import heapq

```
def minimumCost(n, connections):
  # Create an adjacency list to represent the graph
  graph = \{i: [] \text{ for } i \text{ in range } (1, n + 1)\}
  for u, v, cost in connections:
    graph[u]. append ((v, cost))
    graph[v]. append ((u, cost))
  # Initialize the minimum cost and the visited set
  min cost = 0
  visited = set()
  # Start with any node (e.g., node 1)
  start_node = 1
  # Create a priority queue to store the edges based on their costs
  heapq.heappush(pq, (0, start node)) # (cost, node)
  while pq:
    cost, node = heapq.heappop(pq)
    if node in visited:
      continue
    visited.add(node)
    min_cost += cost
    for neighbor, edge_cost in graph[node]:
      if neighbor not in visited:
         heapq.heappush(pq, (edge cost, neighbor))
  # Check if all cities are connected
  if len(visited) == n:
    return min cost
  else:
    return -1
n = 3
connections = [[1, 2, 5], [1, 3, 6], [2, 3, 1]]
result = minimumCost (n, connections)
print(result) # Output: 6
```

