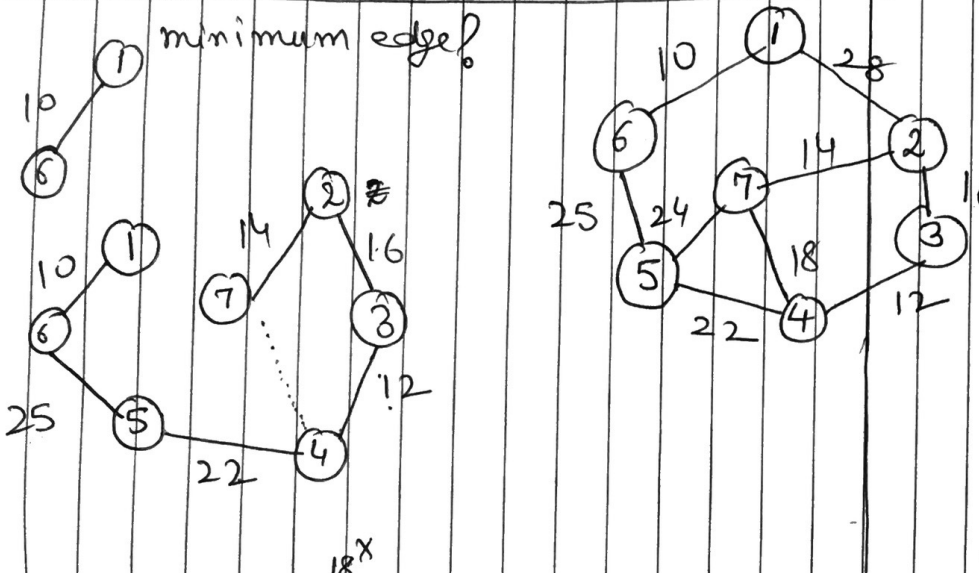
# Greedy Method for :- Minimum Cost Spanning Tree (Connect all nodes but no cycles)

## Prim's Algorithm



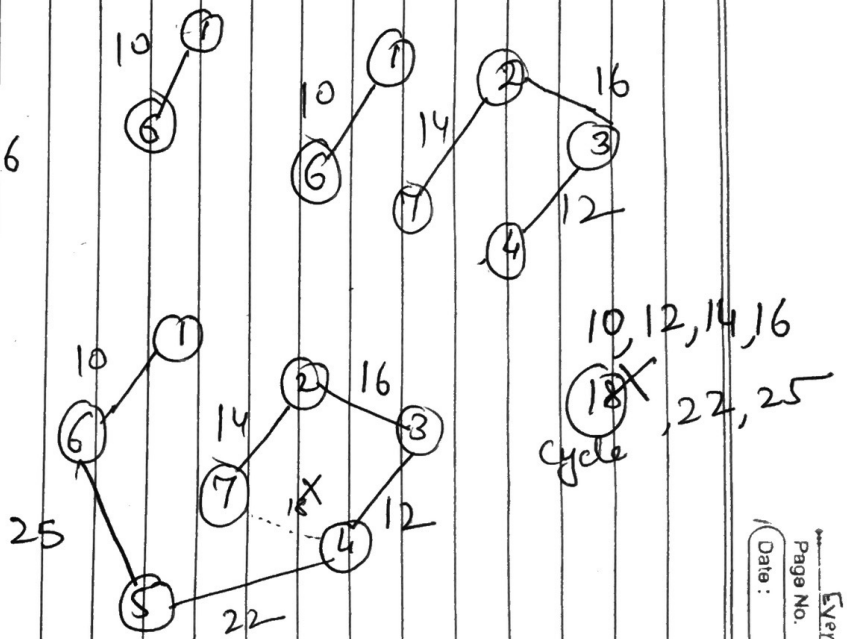

10, 25, 22, 12, 16, 14

To maintain info of near vertices if binary heap is used then :—

$O(E \log V)$

E → edges
V → vertices

## Kruskal's Algorithm




If binary heap (minheap) is used to maintain minimum edges :—

$O(E \log E)$

Evergreen
Page No.
Date : / / 1201