

Greedy techniques

Prim's algorithm

Q2.

N - 1

Q5.

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Q7.

```
#include <bits/stdc++.h>
```

```
using namespace std;
```

```
const int N = 2e5 + 10;
```

```
vector<bool> vis(N, false);
```

```
vector<pair<int,int>> adj[N];
```

```
long long prims(int source, int n) {
```

```
    priority_queue<pair<int, int>, vector<pair<int, int>>, greater<pair<int, int>>> pq;
```

```
    pq.push({0, source}); // {weight, vertex}
```

```
    long long mstWeight = 0;
```

```
    while (!pq.empty()) {
```

```
        int u = pq.top().second;
```

```
        int w = pq.top().first;
```

```
        pq.pop();
```

```
        // Skip if the vertex is already visited
```

```
        if (vis[u]) continue;
```

```
        vis[u] = true;
```

```
        mstWeight += w;
```

```
        // Traverse all adjacent vertices of u
```

```
        for (auto edge : adj[u]) {
```

```
            int v = edge.first;
```

```
            int weight = edge.second;
```

```
            if (!vis[v]) {
```

```
                pq.push({weight, v});
```

```
            }
```

```
        }
```

```
    }
```

```
    return mstWeight;
```

```
}
```

```
int main() {
```

```
    int n, m;
```

```
    cin >> n >> m;
```

```

for(int i = 0; i < m; i++) {
    int x, y, w;
    cin >> x >> y >> w;
    adj[x].push_back({y, w});
    adj[y].push_back({x, w});
}

long long mstWeight = prims(1, n);
cout << mstWeight << endl;

return 0;
}

```

Q8.(Change the language to python)

<https://codefile.io/f/VEFxJdrXII>

Kruskal's Algorithm

Q3.

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Change the language to python

Q5.

<https://codefile.io/f/bxKIEEqXXQ>

Q6.

<https://codefile.io/f/QR67CmnCtt>

Huffman Trees and codes

Q2.

Both First and Second

Q6.

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