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        Time complexity: O(E * log(V))
        Space complexity: O(V^2)
        where E is the number of edges in the graph and
        V is the number of vertices in the graph
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import sys
class Graph:
    def init (self,nVertices):
        self.nVertices = nVertices
        self.adjMatrix = [ [ 0 for i in range(nVertices)] for j in range(nVertices)]
    def addEdge(self,v1,v2,wt):
        self.adjMatrix[v1][v2] = wt
        self.adjMatrix[v2][v1] = wt
    def getMinVertex(self, visited, weight):
        minVertex = -1
        for i in range(self.nVertices):
            if(visited[i] is False and (minVertex == -1 or (weight[minVertex] > weight[i]))):
                minVertex = i
        return minVertex
    def prims(self):
        visited = [False for i in range(self.nVertices)]
        parent = [-1 for i in range(self.nVertices)]
        weight = [sys.maxsize for i in range(self.nVertices)]
        for i in range(self.nVertices - 1):
            minVertex = self. getMinVertex(visited, weight)
            visited[minVertex] = True
            for j in range(self.nVertices):
                if(self.adjMatrix[minVertex][j] >0 and visited[j] is False):
                    if(weight[j] > self.adjMatrix[minVertex][j]):
                        weight[j] = self.adjMatrix[minVertex][j]
                        parent[j] = minVertex
       for i in range(1,self.nVertices):
            if parent[i] > i:
                print(str(i) + " " + str(parent[i]) + " " + str(weight[i]))
            else:
                print(str(parent[i]) + " " + str(i) + " " + str(weight[i]))
    def removeEdge(self,v1,v2):
        if not self.containsEdge(v1,v2):
            return
        self.adjMatrix[v1][v2] = 0
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self.adjMatrix[v2][v2] = 0

def containsEdge(self,v1,v2):
    return True if self.adjMatrix[v1][v2] > 0 else False

li = [int(ele) for ele in input().split()]
n = li[0]
E = li[1]
g = Graph(n)
for i in range(E):
    curr_edge = [int(ele) for ele in input().split()]
    g.addEdge(curr_edge[0],curr_edge[1],curr_edge[2])

g.prims()
```