

1. Merging of 2 Arrays.

```

#include <stdio.h>
#include <conio.h>

void main()
{
    int arr1[50], arr2[50], arr3[100], m, n, i, j, k=0;
    printf("Enter the no. of elements 1: \n");
    scanf("%d", &m);
    printf("Enter the elements \n");
    for(i=0; i<m; i++)
    {
        scanf("%d", &arr1[i]);
    }
    printf("Enter the no. of elements 2 \n");
    scanf("%d", &n);
    printf("Enter the elements \n");
    for(i=0; i<n; i++)
    {
        scanf("%d", &arr2[i]);
    }
    i=0;
    j=0;
    while (i<m && j<n)
    {
        if (arr1[i] < arr2[j])
        {
            arr3[k] = arr1[i];
            i++;
        }
        else
        {
            arr3[k] = arr2[j];
            j++;
        }
    }
}

```

```

    k++;
}
if (i >= m)
{
    while (j < n)
    {
        array3[k] = array2[j];
        j++;
        k++;
    }
}
if (j >= n)
{
    while (i < m)
    {
        array3[k] = array1[i];
        i++;
        j++;
    }
}
Printf("Merged array: \n");
for (i = 0; i < m+n; i++)
{
    Printf("%d\n", array3[i]);
}
getch();
}

```

Output:-

Enter the no of elements 1:

3

Enter the elements

2

3

4

Enter the elements 2:

2

Enter the elements

5

6

5

Merged array:

2

3

4

5

6

6

2. Implement Prim's Algorithm

```
#include <stdio.h>
#include <conio.h>
int a, b, u, v, n, i, j, ne = 1;
int visited[10] = {0}, min, mincost = 0, cost[10][10];
void main()
{
    printf("Enter the number of nodes (n):");
    scanf("%d", &n);
    printf("\n adjacency matrix (n):");
    for (i = 1; i <= n; i++)
    {
        scanf("%d", &cost[i][i]);
        if (cost[i][i] == 0)
            cost[i][i] = 999;
    }
    visited[1] = 1;
    printf("\n");
    while (ne < n)
    {
        for (i = 1; min = 999; i <= n; i++)
        {
            for (j = 1; j <= n; j++)
            {
                if (cost[i][j] < min)
                {
                    if (visited[i] != 0)
                    {
                        min = cost[i][j];
                        a = u = i;
                        b = v = j;
                    }
                }
            }
        }
        if (visited[u] == 0 || visited[v] == 0)
        {
            printf("\n edge: %d (%d %d) cost: %d", ne++, a, b, min);
            mincost += min;
            visited[b] = 1;
        }
        cost[a][b] = cost[b][a] = 999;
    }
    printf("\n minimum cost %d", mincost);
    getch();
}
```

Output

enter the number of nodes

3

adjacency matrix

1

2

3

4

7

1

4

5

8

edge: 1(1 2) cost 2

edge: 2(2 3) cost 1

minimum cost: 3 ~~enter the number of nodes~~