

Kruskal

/* Roll no. : 2002

Batch : E-10

***/**

```
#include <iostream>
```

```
#include<stdlib.h>
```

```
#include "graph.h"
```

```
using namespace std;
```

```
int main()
```

```
{
```

```
    graph g;
```

```
    do
```

```
    {
```

```
        int ch;
```

```
        cout<<"\tMENU\n";
```

```
        cout<<"\t\t1.Enter Adjecency matrix\n\t\t2.Display Adjecency  
matrix\n\t\t3.Kruskal\n\t\t"
```

```
        "4.Display minimum spanning tree\n\t\tExit\n\n";
```

```
        cout<<"Enter Choice : ";
```

```
        cin>>ch;
```

```
        cout<<endl;
```

```
        switch(ch)
```

```
        {
```

```
        case 1:      g.getdata();  
                     break;
```

```
        case 2:      g.print_adj_matrix();  
                     break;
```

```
        case 3:      g.kruskal();  
                     break;
```

```
        case 4:      g.print_spanning_tree();  
                     break;
```

```
        case 7:      exit(0);  
                     break;
```

```
        }
```

```
    }
```

```
    while(1);
```

```
    return 0;
```

```
}
```

graph.h

```
/*
 * graph.h
 *
 * Created on: 12-Mar-2018
 * Author: e2002
 */

#ifndef GRAPH_H_
#define GRAPH_H_

struct edge
{
    int u,v,w;
};

class graph
{
    int n,span_number,edge_number;
    int G[100][100];
    edge e[100];
    edge data[100];

public:
    graph(){n=0;span_number=0;edge_number=0;}
    void getdata();
    void print_adj_matrix();

    void sort();
    void print_spanning_tree();
    void kruskal();

};

#endif /* GRAPH_H_ */
```

graph.cpp

```
/*
 * graph.cpp
 *
 * Created on: 12-Mar-2018
 * Author: e2002
 */

#include "graph.h"
#include <iostream>
#include <string>
using namespace std;

void graph:: getdata()
{
    cout<<"Enter number of nodes : ";
    cin>>n;
    cout<<endl<<endl;

    for(int i=0;i<n;i++)
    {
        for(int j=0;j<n;j++)
        {
            cin>>G[i][j];
        }
    }
}

void graph:: print_adj_matrix()
{
    for(int i=0;i<n;i++)
    {
        for(int j=0;j<n;j++)
            cout<<G[i][j]<<" ";

        cout<<endl;
    }
}

void graph:: sort()
{
    for(int i=0;i<edge_number-1;i++)
    {
        for(int j=0;j<edge_number-i-1;j++)
        {
            if(e[j].w > e[j+1].w)
            {
                edge temp=e[j];
                e[j] = e[j+1];
                e[j+1]=temp;
            }
        }
    }
}
```

```

        }
    }
}

void graph:: print_spanning_tree()
{
    int cost=0;

    for(int i=0;i<span_number;i++)
    {
        cout<<data[i].u<<" "<<data[i].v<<" "<<data[i].w<<endl;
        cost+=data[i].w;
    }

    cout<<"Cost of Spanning tree is : "<<cost<<endl;
}

int find(int arr[],int n)
{
    return arr[n];
}

void uni(int arr[],int v1,int v2,int n)
{
    for(int i=0;i<n;i++)
    {
        if(arr[i]==v2)
            arr[i]=v1;
    }
}

void graph:: kruskal()
{
    int check[100];
    edge span;

    for(int i=1;i<n;i++)
    {
        for(int j=0;j<i;j++)
        {
            if(G[i][j] != 0)
            {
                e[edge_number].u=i;
                e[edge_number].v=j;
                e[edge_number].w=G[i][j];

                edge_number++;
            }
        }
    }

    // edges inserted

    sort(); //sorted
}

```

```
for(int i=0;i<edge_number;i++)    //check initialized
    check[i]=i;
```

```
int v1,v2;
for(int i=0;i<edge_number;i++)
{
    v1=find(check,e[i].u);    //check cycle
    v2=find(check,e[i].v);

    if(v1 != v2)
    {
        data[span_number]=e[i];
        span_number++;

        uni(check,v1,v2,n);
    }
}
```

```
}
```