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## Q1

```
int minKey(int key[], bool mstSet[])
{
  int min = INT_MAX, min_index;

for (int v = 0; v < V; v++)

  if (mstSet[v] == false && key[v] < min)</pre>
```

```
min = key[v], min_index = v;
  return min_index;
}
void printMST(int parent[], int graph[V][V])
{
  cout<<"Edge \tWeight\n";</pre>
  for (int i = 1; i < V; i++)
    cout << parent[i] << "-" << i << " \ 't" << graph[i][parent[i]] << " \ 'n";
}
void primMST(int graph[V][V])
{
  int parent[V];
  int key[V];
  bool mstSet[V];
  for (int i = 0; i < V; i++)
    key[i] = INT_MAX, mstSet[i] = false;
  key[0] = 0;
```

```
parent[0] = -1;
for (int count = 0; count < V - 1; count++)

{
    int u = minKey(key, mstSet);

    mstSet[u] = true;
    for (int v = 0; v < V; v++)

        if (graph[u][v] && mstSet[v] == false && graph[u][v] < key[v])

        parent[v] = u, key[v] = graph[u][v];

}
printMST(parent, graph);
}</pre>
```

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```
Q4
```

```
struct Activitiy

{
   int start, finish;

};
bool activityCompare(Activitiy s1, Activitiy s2)

{
   return (s1.finish < s2.finish);</pre>
```

```
}
void printMaxActivities(Activitiy arr[], int n)
{
  sort(arr, arr+n, activityCompare);
  cout << "Following activities are selected n";</pre>
  int i = 0;
  cout << "(" << arr[i].start << ", " << arr[i].finish << "), ";
  for (int j = 1; j < n; j++)
  {
   if (arr[j].start >= arr[i].finish)
   {
      cout << "(" << arr[j].start << ", "
        << arr[j].finish << "), ";
      i = j;
   }
  }
```

```
}
void SelectActivities(vector<int>s,vector<int>f){
  vector<pair<int,int>>ans;
  priority_queue<pair<int,int>>,vector<pair<int,int>>>p;
 for(int i=0;i<s.size();i++){</pre>
    p.push(make_pair(f[i],s[i]));
  }
 auto it = p.top();
  int start = it.second;
  int end = it.first;
 p.pop();
 ans.push_back(make_pair(start,end));
  while(!p.empty()){
    auto itr = p.top();
```

```
p.pop();
    if(itr.second >= end){
      start = itr.second;
      end = itr.first;
      ans.push_back(make_pair(start,end));
    }
  }
  cout << "Following Activities should be selected. " << endl << endl;</pre>
  for(auto itr=ans.begin();itr!=ans.end();itr++){
    cout << "Activity started at: " << (*itr).first << " and ends at " << (*itr).second << endl;
  }
}
```

Q3

```
int minDistance(int dist[], bool sptSet[])
{
  int min = INT_MAX, min_index;

for (int v = 0; v < V; v++)

  if (sptSet[v] == false && dist[v] <= min)</pre>
```

```
min = dist[v], min_index = v;
  return min_index;
}
int printSolution(int dist[], int n)
{
  printf("Vertex Distance from Source\n");
  for (int i = 0; i < V; i++)
     printf("%d tt %d\n", i, dist[i]);
}
void dijkstra(int graph[V][V], int src)
{
  int dist[V];
  bool sptSet[V];
  for (int i = 0; i < V; i++)
```

```
dist[i] = INT_MAX, sptSet[i] = false;
dist[src] = 0;
for (int count = 0; count < V - 1; count++) {
  int u = minDistance(dist, sptSet);
  sptSet[u] = true;
  for (int v = 0; v < V; v++)
    if (!sptSet[v] && graph[u][v] && dist[u] != INT_MAX
       && dist[u] + graph[u][v] < dist[v])
       dist[v] = dist[u] + graph[u][v];
}
printSolution(dist, V);
```

}