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#include <stdio.h>
#define MAX 10
#define INF 999

int main() {
    int cost[MAX][MAX];
    int visited[MAX] = {0};
    int n, i, j, edges = 1;
    int min, u, v, totalCost = 0;

    printf("Enter number of vertices: ");
    scanf("%d", &n);

    printf("Enter the cost adjacency matrix (999 for no edge):\n");
    for (i = 0; i < n; i++)
        for (j = 0; j < n; j++)
            scanf("%d", &cost[i][j]);

    visited[0] = 1; // Start from vertex 0

    printf("\nEdges in Minimum Spanning Tree:\n");

    while (edges < n) {
        min = INF;
        for (i = 0; i < n; i++) {
            if (visited[i]) {
                for (j = 0; j < n; j++) {
                    if (!visited[j] && cost[i][j] < min) {
```

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                min = cost[i][j];
                u = i;
                v = j;
            }
        }
    }
}

    printf("Edge %d: (%d - %d)  Cost: %d\n", edges, u, v, min);
    totalCost += min;
    visited[v] = 1;
    edges++;
}

  printf("\nMinimum Spanning Tree Cost = %d\n", totalCost);
  return 0;
}
```