## Prim.java

```
1 import java.util.*;
 3 public class Prim {
      private boolean unsettled[];
 5
      private boolean settled[];
 6
      private int numVertices;
 7
      private int matrix[7];
 8
      private int key[];
9
      public static final int INFINITE = 999;
10
      private int parent[];
11
12
      public Prim(int numVertices) {
13
           this.numVertices = numVertices;
14
           unsettled = new boolean[numVertices + 1];
15
           settled = new boolean[numVertices + 1];
16
           matrix = new int[numVertices + 1][numVertices + 1];
17
           key = new int[numVertices + 1];
           parent = new int[numVertices + 1];
18
19
      }
20
21
      public int getUnsettledCount(boolean unsettled[]) {
22
           int count = 0;
23
           for (int index = 0; index < unsettled.length; index++) {</pre>
               if (unsettled[index]) {
24
25
                   count++;
26
               }
27
28
           return count;
29
      }
30
31
      public void primsAlgorithm(int adjacencyMatrix[][]) {
32
           int evaluationVertex;
33
           for (int source = 1; source <= numVertices; source++) {</pre>
34
               for (int destination = 1; destination <= numVertices;</pre>
  destination++) {
                   this.matrix[source][destination] =
35
  adjacencyMatrix[source][destination];
36
37
           }
38
39
           for (int index = 1; index <= numVertices; index++) {</pre>
```

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```
40
               key[index] = INFINITE;
41
42
           key[1] = 0;
43
           unsettled[1] = true;
44
           parent[1] = 1;
45
46
           while (getUnsettledCount(unsettled) != 0) {
47
               evaluationVertex =
  getMimumKeyVertexFromUnsettled(unsettled);
48
               unsettled[evaluationVertex] = false;
               settled[evaluationVertex] = true;
49
50
               evaluateNeighbours(evaluationVertex);
51
           }
52
      }
53
54
      private int getMimumKeyVertexFromUnsettled(boolean[]
  unsettled2) {
55
           int min = Integer.MAX_VALUE;
56
           int node = 0;
57
           for (int vertex = 1; vertex <= numVertices; vertex++) {</pre>
               if (unsettled[vertex] == true && key[vertex] < min) {</pre>
58
59
                   node = vertex;
60
                   min = key[vertex];
61
               }
62
63
           return node;
64
      }
65
66
      public void evaluateNeighbours(int eVertex) {
67
           for (int d = 1; d <= numVertices; d++) {</pre>
68
               if (settled[d] == false) {
                   if (matrix[eVertex][d] != INFINITE) {
69
70
                        if (matrix[eVertex][d] < key[d]) {</pre>
71
                            key[d] = matrix[eVertex][d];
72
                            parent[d] = eVertex;
73
                        }
74
                        unsettled[d] = true;
75
                   }
               }
76
          }
77
78
      }
```

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```
79
 80
       public void printMST() {
            System.out.println("SOURCE : DESTINATION = WEIGHT");
 81
 82
            for (int v = 2; v <= numVertices; v++) {</pre>
 83
                System. out. println(parent[v] + "\t:\t" + v +"\t=\t"+
   matrix[parent[v]][v]);
 84
           }
 85
       }
 86
 87
       public static void main(String... arg) {
 88
            int adjacency_matrix[][];
 89
            int numVer;
 90
            Scanner scan = new Scanner(System.in);
 91
 92
            try {
 93
                System.out.println("Number of vertices");
 94
                numVer = scan.nextInt();
 95
                adjacency_matrix = new int[numVer + 1][numVer + 1];
 96
                System.out.println("Weighted Matrix");
 97
                for (int i = 1; i <= numVer; i++) {</pre>
                    for (int j = 1; j <= numVer; j++) {</pre>
 98
 99
                        adjacency_matrix[i][j] = scan.nextInt();
100
                        if (i == j) {
101
                             adjacency_matrix[i][j] = 0;
102
                             continue;
103
104
                        if (adjacency_matrix[i][j] == 0) {
105
                             adjacency_matrix[i][j] = INFINITE;
106
                        }
107
                    }
108
109
                Prim prims = new Prim(numVer);
110
                prims.primsAlgorithm(adjacency_matrix);
111
                prims.printMST();
112
113
            catch (InputMismatchException inputMismatch) {
114
                System.out.println("Wrong Input Format");
115
116
            scan.close();
117
       }
118 }
```