22AIE203 – Data Structures and Algorithm - 2

LAB EXP 2 Prim's algorithm

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```
#include <stdio.h>
#include <stdbool.h>
#include <limits.h>
#define V 4 // Number of vertices in the graph
int findMinKey(int key[], bool Set[]) {
    int min = INT_MAX, min_index;
    for (int v = 0; v < V; v++) {
        if (Set[v] == false && key[v] < min) {</pre>
            min = key[v];
            min_index = v;
    return min index;
// Function to print the prim
void print(int parent[], int graph[V][V]) {
    printf("Edge \tWeight\n");
    for (int i = 1; i < V; i++) {
        printf("%d - %d \t%d\n", parent[i], i, graph[i][parent[i]]);
// Function to construct and print the using Prim's algorithm
void prim(int graph[V][V]) {
    int parent[V]; // Array to store constructed
    int key[V];  // Key values used to pick the minimum weight edge
    bool Set[V]; // To represent the set of vertices included in
    // Initialize all key values as infinite and Set[] as false
    for (int i = 0; i < V; i++) {
        key[i] = INT_MAX;
       Set[i] = false;
    // Start with the first vertex
    key[0] = 0;
    parent[0] = -1; // First node is always the root of
    // will have V-1 edges
    for (int count = 0; count < V - 1; count++) {</pre>
        int u = findMinKey(key, Set);
        // Add the picked vertex to the Set
```

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Set[u] = true;
        // Update key and parent index of the adjacent vertices
        for (int v = 0; v < V; v++) {
            if (graph[u][v] \&\& Set[v] == false \&\& graph[u][v] < key[v]) {
                parent[v] = u;
                key[v] = graph[u][v];
    // Print the constructed
    print(parent, graph);
int main() {
    int graph[V][V] = {
       {0, 1, 3, 0},
       {1, 0, 2, 2},
       {3, 2, 0, 0},
       {0, 2, 0, 0}
    };
    // Print the using Prim's algorithm
    prim(graph);
    return 0;
```

Output