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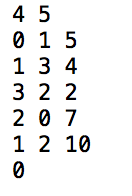
Minimum Spanning Tree

Summary

* + My MST program shows 3 different algorithms that delivers the best MST in a graph.
* Structure
  + Graph
    - Consist of vector of Edges
    - Adjacency list representation
  + Node<type>
    - Constructor (type initValue, int strIndex)
      * In the constructor you need to indicate the value to be set, and where the Node is being placed with the strIndex.
    - Type value
      * The data value stored in side the node.
    - Node<type>\* rightChild and leftChild
      * Address for the children of this Node.
  + Edge
    - Constructor(int src, int destination, int weight)
      * Set the objects properties intially
    - Insert(int job)
      * This method add the job to the sum and logs
    - Print()
      * Prints the log and sum
  + Node
    - Constructor(int size)
      * Gives the max number jobs that can be assigned to
    - Insert(int job)
      * This method add the job to the sum and logs
    - Print()
      * Prints the log and sum
  + arrayHeap
    - push()
      * Allows you to add a machine to the heap
    - compare(int parentIndex, int childIndex)
      * checks if the parents is < then its child if not it bubbles down till it finds its position
    - realign()
      * After a pop this starts a bubble down with the last element in the heap
    - top()
      * returns the lowest machine
    - pop()
      * removes the lowest machine
    - isEmpty()
      * bool that tells you if the heap is empty
    - size()
      * gives the amount of machines in the heap
    - printTree()
      * print out the heap in Tree form
    - getMax()
      * returns the biggest machine’s sum
    - getRightChild(int parentIndex)
      * gives you right child of current index
    - getLeftChild()
      * gives you right child of current index
    - getParent(int childIndex)
      * gives parent of current childIndex
    - swap(int indexOne, int indexTwo)
      * swaps index positions in place
  + minTree
    - push(type value)
      * push Machine in to heap
    - pop()
      * removes root and melds left over subtrees
    - top()
      * returns machine at the root of tree
    - print()
      * machines in Queue
    - printTree()
      * print elements of queue in tree form
    - printSubTree(Node<type>\* root)
      * print tree from Node given
    - meld(Node<type>\* currentRoot, Node<type>\* toMeld)
      * takes roots of 2 trees and melds toMeld in to the current root
    - checkRanks()
      * checks if the tree is leftist and recursively fixs the trees alignment
    - getRank(Node<type>\* n)
      * get the rank of the current Node n
    - swap(Node<type>\* parent)
      * swaps the parents children

Test Cases:

Input:



Output

