Pseudocode for Kruskal’s Algorithm

public void kruskal()

{

int edgesAccepted = 0;

DisjSet ds = new DisjSet(NUM\_VERTICES);

PriorityQueue<Edge> pq = new PriorityQueue<Edge>( getEdges() );

Edge e; Vertex u, v;

while (edgesAccepted < NUM\_VERTICES – 1)

{

e = pq.deleteMin( ); // get minimum edge = (u,v)

SetType uset = ds.find( u ); // find set vertex u is in.

SetType vset = ds.find( v ); // find set vertex v is in.

if (uset != vset) // if not same set (not yet connected)

{

// accept the edge

edgesAccepted++;

ds.union(uset, vset); // connect them

}

}

}