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#include<stdio.h>
#include<limits.h>

#define V 5

void prims(int graph[V][V])
{int parent[V],dist[V],visited[V];

    for(int i=0;i<V;i++)
    {
        visited[i]=0;
        dist[i]=INT_MAX;
    }

    dist[0]=0;
    parent[0]=-1;

    for(int count=0;count<V-1;count++)
    {

        int min=INT_MAX,u;
        for(int i=0;i<V;i++)
        {

            if(visited[i]==0 && dist[i]< min)
            {
                min=dist[i];
                u=i;
            }

        }
        visited[u]=1;
        for(int i=0;i<V;i++)
        {
            if(graph[u][i] && visited[i]==0 && dist[i] > graph[u][i])
            {
                dist[i]=graph[u][i];
                parent[i]=u;
            }

        }

    }

    printf("Edge \tWeight\n");
    for (int i = 1; i < V; i++)
    {
        printf("%d - %d \t%d\n", parent[i], i, graph[i][parent[i]]);
    }
}

int main() {

    int graph[V][V] = {
        {0,2,0,6,0},
        {2,0,3,8,5},
        {0,3,0,0,7},
        {6,8,0,0,9},
    }
}

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        {0,5,7,9,0},  
    };  
  
    for (int i = 0; i < V; i++) {  
        for (int j = 0; j < V; j++) {  
            printf("  %d \t", graph[i][j]);  
        }  
        printf("\n");  
    }  
  
    printf("\n");  
    prims(graph);  
  
    return 0;  
}
```