## 5. Implement Greedy search algorithm for Prim's Minimal Spanning Tree Algorithm

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Java Code:
class PrimsMST11 {
     private int V, graph[][];
    PrimsMST11(int V, int graph[][]) {
        this.V = V;
        this.graph = graph;
    }
      int minKey(int key[], Boolean mstSet[]) {
            int min = Integer.MAX VALUE, min index = -1;
            for (int v = 0; v < V; v++)</pre>
                   if (mstSet[v] == false && key[v] < min) {</pre>
                         min = key[v];
                         min index = v;
            return min index;
      }
      void primMSTf() {
            int parent[] = new int[V];
            int key[] = new int[V];
            Boolean mstSet[] = new Boolean[V];
            for (int i = 0; i < V; i++) {</pre>
                  key[i] = Integer.MAX_VALUE;
                  mstSet[i] = false;
            }
            key[0] = 0;
            parent[0] = -1;
            for (int count = 0; count < V - 1; count++) {</pre>
                   int u = minKey(key, mstSet);
                  mstSet[u] = true;
                   for (int v = 0; v < V; v++)</pre>
                         if (graph[u][v] != 0 && mstSet[v] == false &&
graph[u][v] < key[v])  {
                               parent[v] = u;
                               key[v] = graph[u][v];
                         }
            System.out.println("\n\nPrim's Minimum Spanning Tree:\nEdge
\tWeight");
        int minimumCost = 0;
            for (int i = 1; i < V; i++) {</pre>
                  System.out.printf("%d -- %d == %d\n", parent[i], i,
graph[i][parent[i]]);
            minimumCost += graph[i][parent[i]];
        System.out.printf("Minimum Cost: %d", minimumCost);
      }
      public static void main(String ar[])
```