

EXERCISE-24

AIM: To write a C program to find the Minimum Spanning Tree (MST) of a connected, weighted undirected graph using Prim's **Algorithm**

Algorithm:

1. Start.
2. Input the number of vertices and the cost adjacency matrix of the graph.
3. Choose any vertex as the starting vertex.
4. Initialize:
 - selected[] array to track included vertices.
 - no_of_edges = 0
5. Repeat until no_of_edges = n - 1:
 - Find the smallest edge connecting a selected vertex to an unselected vertex.
 - Include that edge in MST and mark the vertex as selected.
 - Increase the count of edges.
6. Print the MST and its total cost.
7. End.

Program Code:

```
#include <stdio.h>

#define MAX 20

#define INF 9999

int main() {
```

```

int cost[MAX][MAX];

int n, i, j;

int visited[MAX] = {0};

int no_of_edges = 0, min, a = 0, b = 0, total_cost = 0;

printf("Enter number of vertices: ");

scanf("%d", &n);

printf("Enter the cost adjacency matrix (0 if no edge):\n");

for (i = 0; i < n; i++)
    for (j = 0; j < n; j++) {
        scanf("%d", &cost[i][j]);

        if (cost[i][j] == 0)
            cost[i][j] = INF;
    }

visited[0] = 1;

printf("\nEdges in the Minimum Spanning Tree:\n");

while (no_of_edges < n - 1) {
    min = INF;

    for (i = 0; i < n; i++) {
        if (visited[i]) {
            for (j = 0; j < n; j++) {
                if (!visited[j] && cost[i][j] < min) {
                    min = cost[i][j];

                    a = i;

```

```

        b = j;
    }
}
}
}

printf("%d - %d : %d\n", a, b, cost[a][b]);
total_cost += cost[a][b];
visited[b] = 1;
no_of_edges++;
}

printf("Total cost of MST: %d\n", total_cost);
return 0;
}

```

Input and Output:

```

Enter number of vertices: 4
Enter the cost adjacency matrix (0 if no edge):
0 2 0 6
2 0 3 8
0 3 0 0
6 8 0 0

Edges in the Minimum Spanning Tree:
0 - 1 : 2
1 - 2 : 3
0 - 3 : 6
Total cost of MST: 11

```

Result:

The program successfully constructs a Minimum Spanning Tree using Prim's Algorithm and displays the total cost of the MST.