```
□ ...
                C prims.c X C kruskals.c
C prims.c
     /*To find Minimum Spanning tree using Prim's algorithm*/
     #include<stdio.h>
     #include<conio.h>
     #include<stdlib.h>
     void prims();
     int cost[10][10];
     int vis[10], vt[10], et[10][10],e=0,
     i,j,k,u,v;
     int sum=0;
     int n,m;
     void main()
     printf("Enter the number of vertices\n");
     scanf("%d", &n);
     printf("Enter the cost of adjacency matrix\n");
     for(i=1;i<=n;i++)
         for(j=1;j<=n;j++)
           scanf("%d", &cost[i][j]);
     prims();
     printf("Minimum Spanning Tree\n");
     for(i=1;i<e;i++)
     printf("%d->%d ", et[i][1],et[i][2]);
     printf("\nTotal Cost = %d",sum);
     getch();
     void prims()
        int x=1, min;
        vt[x]=1;
        vis[x]=1;
        for(i=1:i<n:i++)
```

```
C prims.c X C kruskals.c
C prims.c
     printf("\nTotal Cost = %d",sum);
      getch();
      void prims()
        int x=1, min;
         vt[x]=1;
        vis[x]=1;
         for(i=1;i<n;i++)
             j=x;
             min=999;
             while(j>0)
                k=vt[j];
                for(m=2;m<=n;m++)
                  if(cost[k][m]<min && vis[m]==0)</pre>
                    min=cost[k][m];
                    u=k;
                    v=m;
             vt[++x]=v;
             et[i][1]=u;
             et[i][2]=v;
             e++;
             vis[v]=1;
             sum=sum+cost[u][v];
```

