Code

```
#include <iostream>
using namespace std;
int main()
{
   int n, i, j, k, row, col, mincost = 0, min;
   char op;
   cout << "Enter no. of vertices: ";
   cin >> n;

   int cost[n][n];
   int visit[n];

   for (i = 0; i < n; i++)
   {
      visit[i] = 0;
   }
   for (i = 0; i < n; i++)
   {
      for (int j = 0; j < n; j++)
      {
         cost[i][j] = -1;
      }
   }
   for (i = 0; i < n; i++)
   {
      for (j = i + 1; j < n; j++)
      {
         cout << "Do you want an edge between " << i << " and " << j << ": ";
         // use 'i' & 'j' if your vertices start from 0
```

```
        cin >> op;
        if (op == 'y' || op == 'Y')
        {
            cout << "Enter weight: ";
            cin >> cost[i][j];
            cost[j][i] = cost[i][j];
        }
    }
}

visit[0] = 1;

for (k = 0; k < n - 1; k++)
{
    min = 999;
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < n; j++)
        {
            if (visit[i] == 1 && visit[j] == 0)
            {
                if (cost[i][j] != -1 && min > cost[i][j])
                {
                    min = cost[i][j];
                    row = i;
                    col = j;
                }
            }
        }
    }
```

```
        mincost += min;
        visit[col] = 1;
        cost[row][col] = cost[col][row] = -1;

        cout << row << "->" << col << endl;

        // use 'row' & 'col' if your vertices start from 0
    }

    cout << "\nMin. Cost: " << mincost;

    return 0;
}
```

Output

```
Enter no. of vertices: 5
Do you want an edge between 0 and 1: y
Enter weight: 3
Do you want an edge between 0 and 2: n
Do you want an edge between 0 and 3: n
Do you want an edge between 0 and 4: n
Do you want an edge between 1 and 2: y
Enter weight: 6
Do you want an edge between 1 and 3: y
Enter weight: 2
Do you want an edge between 1 and 4: y
Enter weight: 10
Do you want an edge between 2 and 3: y
Enter weight: 1
Do you want an edge between 2 and 4: n
Do you want an edge between 3 and 4: y
Enter weight: 4
0->1
1->3
3->2
3->4

Min. Cost: 10
```