## **DSA LAB – 11**

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## Question 1:

Code:

```
#include<bits/stdc++.h>
using namespace std;
```

```
//define number of vertices of graph
#define vertex 7
int main () {
  // create a 2D array of size (vetex * vertex)
  // This array is adjacency matrix representation of graph
  int graph[vertex][vertex] = {
    \{0,28,0,0,0,10,0\},
    {28,0,16,0,0,0,14},
    {0,16,0,12,0,0,0},
    \{0,0,12,22,0,18\},
    {0,0,0,22,0,25,24},
    {10,0,0,0,25,0,0},
    {0,14,0,18,24,0,0}
  };
  // number of edge declaration
  int line = 0;
  // an array declaration to keep checking on if a vertex is visited or not
  int node_visited[vertex];
  // the array is bool type all elements declared to false
  for(int i = 0; i < vertex; i++){
    node_visited[i]=false;
  // the element becomes true if the vertex is visited
  node_visited[0] = true;
  int row, column;
  cout << "----\n";
  cout << "Edge\t : Weight\n";</pre>
  cout << "----\n";
  while (line < vertex - 1){
    int minimum = INT_MAX;
    row = 0, column = 0;
    for (int i = 0; i < vertex; i++){
      if (node_visited[i]){
        for (int j = 0; j < vertex; j++){
           if (!node_visited[j] && graph[i][j]){
             if (minimum > graph[i][j]) {
               minimum = graph[i][j];
               row = i;
               column = j;
             }
    cout << row << " ---> " << column << " : " << graph[row][column] << endl;
    node_visited[column] = true;
    line++;
  }
  cout << "----\n";
  return 0;
}
```