Prim’s Algorithm:

The pseudocode for prim's algorithm shows how we create two sets of vertices U and V-U. U contains the list of vertices that have been visited and V-U the list of vertices that haven't. One by one, we move vertices from set V-U to set U by connecting the least weight edge.

T = ∅;

U = { 1 };

while (U ≠ V)

let (u, v) be the lowest cost edge such that u ∈ U and v ∈ V - U;

T = T ∪ {(u, v)}

U = U ∪ {v}

Prim’s Algorithm Code in C:

#include<stdio.h>

#include<conio.h>

#include <time.h>

int a,b,u,v,n,i,j,ne=1;

int visited[10]={0},min,mincost=0,cost[10][10];

void main()

{

clock\_t t;

t = clock();

printf("n Enter the number of nodes:");

scanf("%d",&n);

printf("n Enter the adjacency matrix:n");

for(i=1;i<=n;i++)

for(j=1;j<=n;j++)

{

scanf("%d",&cost[i][j]);

if(cost[i][j]==0)

cost[i][j]=999;

}

visited[1]=1;

printf("n");

while(ne<n)

{

for(i=1,min=999;i<=n;i++)

for(j=1;j<=n;j++)

if(cost[i][j]<min)

if(visited[i]!=0)

{

min=cost[i][j];

a=u=i;

b=v=j;

}

if(visited[u]==0 || visited[v]==0)

{

printf("n Edge %d:(%d %d) cost:%d",ne++,a,b,min);

mincost+=min;

visited[b]=1;

}

cost[a][b]=cost[b][a]=999;

}

printf("n Minimun cost=%d\n",mincost);

t = clock() - t;

double time\_taken = ((double)t)/CLOCKS\_PER\_SEC;

printf("\nprogram took %f seconds to execute \n", time\_taken);

getch();

}

Prim’s Algorithm Code output:

