Kruskal's algorithm.

```
#include<stdio.h>
int c[10][10], n
Void main()
{
    int i, j;
    clrscr();
    printf("enter the number of vertices\t");
    scanf("%d", &n);
    printf("Enter the cost matrix\n");
    for(int i=1; i<=n; i++)
    {
        for(j=1; j<=n; j++)
        {
            scanf("%d", &c[i][j]);
        }
    }
    kruskals();
    getch()
}

Void kruskals()
{
    int i, j, u, v, a, b, min
    int ne=0; mincost=0
    int parent[10];
    for(int i=1; i<=n; i++)
    {
        parent[i]=0;
    }
    while(ne!=n-1)
    {
        min=9999;
        for(i=1; i<=n; i++)
```

```
}
    for(j=1; j<=n; j++)
    {
        if (c[i][j] < min)
        {
            min = c[i][j]
            u=a= i
            v=b= j
        }
    }
}
while (parent[u] != 0)
{
    u= parent[u]
}
while (parent[v] != 0)
{
    v= parent[v]
}
if (u!=v)
{
    printf ("\n%d - %d\t %d\n", a, b, min);
    parent[v]= u;
    ne = ne+1
    mincost = mincost + min
}
    c[a][b] = c[b][a] = 9999
    print
}
    printf ("\n min cost = %d", mincost);
}
```