## 25.krushal's algorithm:-

```
#include <stdio.h>
#define MAX 30
typedef struct edge {
 int u, v, w;
} edge;
typedef struct edge_list {
 edge data[MAX];
 int n;
} edge_list;
edge_list elist;
int Graph[MAX][MAX], n;
edge_list spanlist;
void kruskalAlgo();
int find(int belongs[], int vertexno);
void applyUnion(int belongs[], int c1, int c2);
void sort();
void print();
// Applying Krushkal Algo
void kruskalAlgo() {
 int belongs[MAX], i, j, cno1, cno2;
 elist.n = 0;
 for (i = 1; i < n; i++)
  for (j = 0; j < i; j++) {
   if (Graph[i][j] != 0) {
    elist.data[elist.n].u = i;
    elist.data[elist.n].v = j;
    elist.data[elist.n].w = Graph[i][j];
    elist.n++;
   }
  }
```

```
sort();
 for (i = 0; i < n; i++)
  belongs[i] = i;
 spanlist.n = 0;
 for (i = 0; i < elist.n; i++) {
  cno1 = find(belongs, elist.data[i].u);
  cno2 = find(belongs, elist.data[i].v);
  if (cno1 != cno2) {
   spanlist.data[spanlist.n] = elist.data[i];
   spanlist.n = spanlist.n + 1;
   applyUnion(belongs, cno1, cno2);
  }
 }
}
int find(int belongs[], int vertexno) {
 return (belongs[vertexno]);
}
void applyUnion(int belongs[], int c1, int c2) {
 int i;
 for (i = 0; i < n; i++)
  if (belongs[i] == c2)
   belongs[i] = c1;
}
// Sorting algo
void sort() {
 int i, j;
 edge temp;
 for (i = 1; i < elist.n; i++)
  for (j = 0; j < elist.n - 1; j++)
   if (elist.data[j].w > elist.data[j + 1].w) {
     temp = elist.data[j];
```

```
elist.data[j] = elist.data[j + 1];
    elist.data[j + 1] = temp;
   }
}
// Printing the result
void print() {
 int i, cost = 0;
 for (i = 0; i < spanlist.n; i++) {
  printf("\n%d - %d : %d", spanlist.data[i].u, spanlist.data[i].v, spanlist.data[i].w);
  cost = cost + spanlist.data[i].w;
 }
 printf("\nSpanning tree cost: %d", cost);
}
int main() {
 int i, j, total_cost;
 n = 6;
 Graph[0][0] = 0;
 Graph[0][1] = 4;
 Graph[0][2] = 4;
 Graph[0][3] = 0;
 Graph[0][4] = 0;
 Graph[0][5] = 0;
 Graph[0][6] = 0;
 Graph[1][0] = 4;
 Graph[1][1] = 0;
 Graph[1][2] = 2;
 Graph[1][3] = 0;
 Graph[1][4] = 0;
 Graph[1][5] = 0;
 Graph[1][6] = 0;
```

- Graph[2][0] = 4;
- Graph[2][1] = 2;
- Graph[2][2] = 0;
- Graph[2][3] = 3;
- Graph[2][4] = 4;
- Graph[2][5] = 0;
- Graph[2][6] = 0;
- Graph[3][0] = 0;
- Graph[3][1] = 0;
- Graph[3][2] = 3;
- Graph[3][3] = 0;
- Graph[3][4] = 3;
- Graph[3][5] = 0;
- Graph[3][6] = 0;
- Graph[4][0] = 0;
- Graph[4][1] = 0;
- Graph[4][2] = 4;
- Graph[4][3] = 3;
- Graph[4][4] = 0;
- Graph[4][5] = 0;
- Graph[4][6] = 0;
- Graph[5][0] = 0;
- Graph[5][1] = 0;
- Graph[5][2] = 2;
- Graph[5][3] = 0;
- Graph[5][4] = 3;
- Graph[5][5] = 0;

```
Graph[5][6] = 0;
kruskalAlgo();
print();
```

