

## KRUSKAL' S ALGORITHM

Algorithm Kruskal (N, E)

```
{
    sort(E);
    n := Total number of vertices in N;
    T := {};
    initialized N sets each containing different elements of N;
    repeat
    {
        e := cost{u, v};
        X := find(u);
        Y := find(v);
        if(X != Y) then
        {
            merge(X, Y);
            Add e to T;
        }
    }
    until T contains (n - 1) number of edges;
    return(T);
}
```