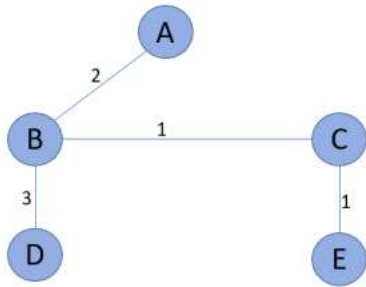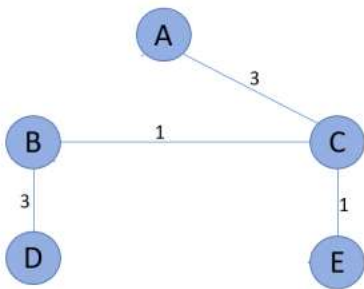1A

1B

2B   Primms alogrithim finds a solution by adding the next cheapest vertext to the existing tree where as kruskal's finds a solution from the cheapest edge by adding the next cheapest edge to the existing tree.

3A The above code uses a depth-first technique to search for all the paths from source to destination, we accumulate all the paths in a list (res) and print the minimum out of them

3C O ((mn)^2)