

PRIMMS ALGORITHM

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#include <stdio.h>
int n, m, e = 0;
float sum = 0;
float costs[100][100];
int VT[100], ET[100][2], vis[20];

void prims()
{
    int u, v;
    int x = 1, j, K, min;
    VT[x] = 1;
    vis[x] = 1;

    for (int i = 1; i < n; i++)
    {
        j = x;
        min = 999;
        while (j > 0)
        {
            K = VT[j];
            for (int m = 2; m <= n; m++)
            {
                if (costs[K][m] < min && vis[m] == 0)
                {
                    min = costs[K][m];
                    u = K;
                    v = m;
                }
            }
            j--;
        }
    }
}
```

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    }
    VT[++x] = v;
    ET[i][0] = u;
    ET[i][1] = v;
    e++;
    vis[v] = 1;
    sum += costs[u][v];
}
}

```

```

void main()
{
    int u, v;
    float w;
    printf("\nEnter the number of vertices: ");
    scanf("%d", &n);

    for (int i = 1; i <= n; i++)
    {
        for (int j = 1; j <= n; j++)
        {
            if (i == j)
                costs[i][j] = 0;
            else
                costs[i][j] = 999;
        }
    }

    printf("Enter the number of egdes: ");
    scanf("%d", &m);

    printf("Enter vertices of edge with its weight: \n");
    for (int i = 1; i <= m; i++)
    {

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scanf("%d%d%f", &u, &v, &w);

costs[u][v] = costs[v][u] = w;
}

for (int i = 1; i <= n; i++)
{
    vis[i] = 0;
}

prims();

printf("\nMinimus Cost: %.2f\n", sum);
printf("\nEdges of Minimum spanning tree\n");
for (int i = 1; i <= e; i++)
{
    printf("%d-->%d\n", ET[i][0], ET[i][1]);
}
}

```

OUTPUT:

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Enter the number of vertices: 5
Enter the number of egdes: 5
Enter vertices of edge with its weight:
1 2 1
1 4 2
1 3 5
3 4 3
4 5 1.5

Minimus Cost: 7.50

Edges of Minimum spanning tree
1-->2
1-->4
4-->5
4-->3

```