## PRIM'S ALGORITHM

Minimum Spanning Tree Algorithm

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## **Source Code**

```
#include <bits/stdc++.h>
using namespace std;
#define V 5
int minKey(int key[], bool mstSet[])
{
  int min = INT_MAX, min_index;
  for (int v = 0; v < V; v++)
    if (mstSet[v] == false \&\& key[v] < min)
       min = key[v], min_index = v;
  return min_index;
}
// printing edges and weight
void printMST(int parent[], int graph[V][V])
{
  cout << "Edge \tWeight\n";
  for (int i = 1; i < V; i++)
    cout << parent[i] << " - " << i << " \t" << graph[i][parent[i]] << " \n";
}
```

```
void prim(int graph[V][V])
  int parent[V];
  int key[V];
  bool mstSet[V];
  for (int i = 0; i < V; i++)
     key[i] = INT_MAX, mstSet[i] = false;
  key[0] = 0;
  parent[0] = -1;
  for (int count = 0; count < V - 1; count++)
     int u = minKey(key, mstSet);
    mstSet[u] = true;
    for (int v = 0; v < V; v++)
       if (graph[u][v] \&\& mstSet[v] == false \&\& graph[u][v] < key[v])
          parent[v] = u, key[v] = graph[u][v];
  }
  printMST(parent, graph);
}
int main()
{
  int graph[V][V] = \{\{0, 9, 75, 0, 0\},
              {9, 0, 95, 19, 42},
```

```
{75, 95, 0, 51, 66},
             {0, 19, 51, 0, 31},
             {0, 42, 66, 31, 0}};
  auto start = chrono::high_resolution_clock::now();
  ios_base::sync_with_stdio(false);
  prim(graph);
  auto end = chrono::high_resolution_clock::now();
  double time_taken = chrono::duration_cast<chrono::nanoseconds>(end -
start).count();
  time_taken *= 1e-9 * 1000;
  cout << "\nTime taken by program is : " << time_taken << setprecision(6);</pre>
  cout << "msec" << endl;
  return 0;
```

}

## Output

```
Edge Weight

0 - 1 9

3 - 2 51

1 - 3 19

3 - 4 31

Time taken by program is: 0.052126msec
```



```
input

Edge Weight
0 - 1 9
3 - 2 51
1 - 3 19
3 - 4 31

Time taken by program is: 0.052126msec

...Program finished with exit code 0

Press ENTER to exit console.
```

**MST** 

