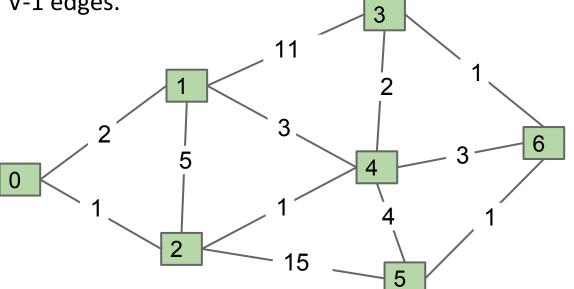
Start from some arbitrary start node.

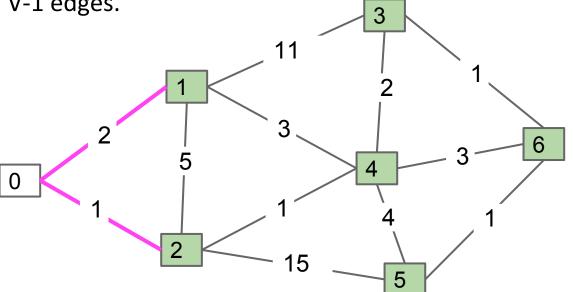
```
# edgeTo
0 -
1 -
2 -
3 -
4 -
5 -
6 -
```





Start from some arbitrary start node.

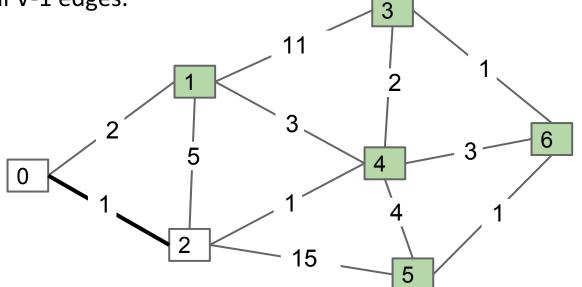
```
# edgeTo
0 -
1 -
2 -
3 -
4 -
5 -
6 -
```





Start from some arbitrary start node.

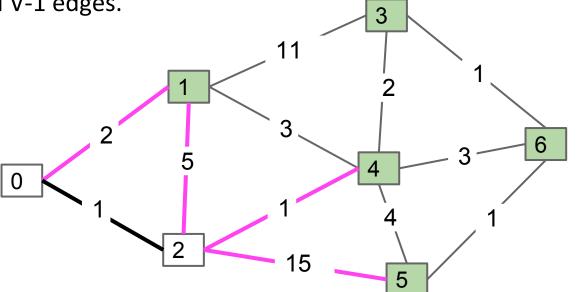
```
# edgeTo
0 -
1 -
2 0
3 -
4 -
5 -
6 -
```





Start from some arbitrary start node.

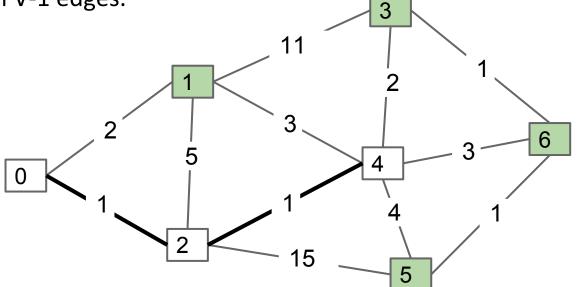
```
# edgeTo
0 -
1 -
2 0
3 -
4 -
5 -
6 -
```





Start from some arbitrary start node.

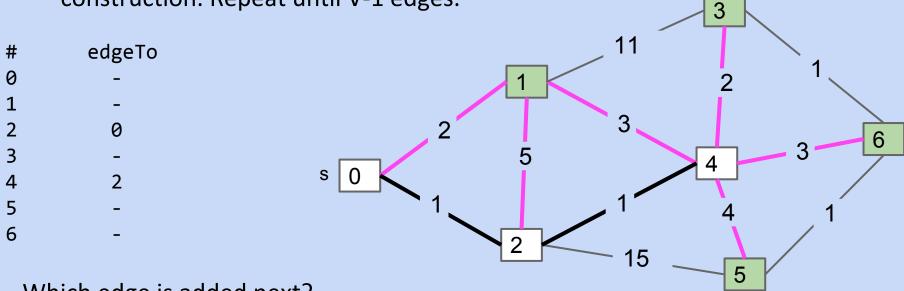
```
# edgeTo
0 -
1 -
2 0
3 -
4 2
5 -
6 -
```





Start from some arbitrary start node.

 Add shortest edge (mark black) that has one node inside the MST under construction. Repeat until V-1 edges.

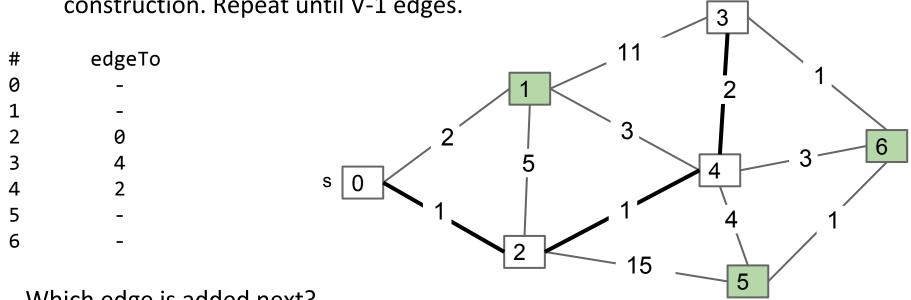


Which edge is added next?



Start from some arbitrary start node.

 Add shortest edge (mark black) that has one node inside the MST under construction. Repeat until V-1 edges.



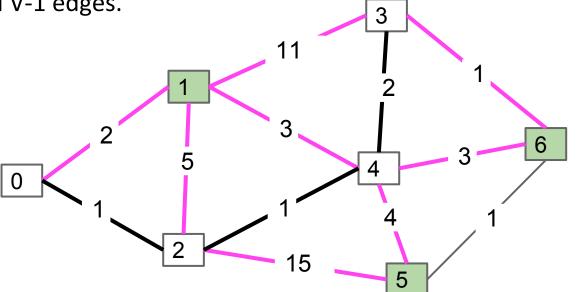
Which edge is added next?

- Either 0-1 or 4-3 are guaranteed to work (see exercises for proof)!
- Note: They are not both guaranteed to be in the MST.



Start from some arbitrary start node.

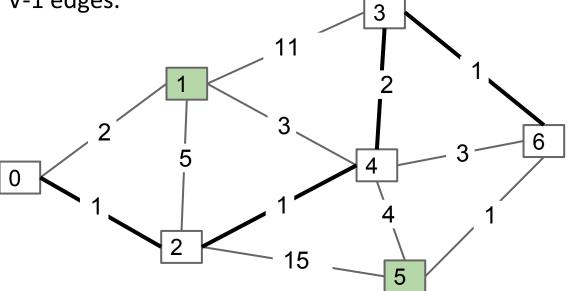
```
# edgeTo
0 -
1 -
2 0
3 4
4 2
5 -
6 -
```





Start from some arbitrary start node.

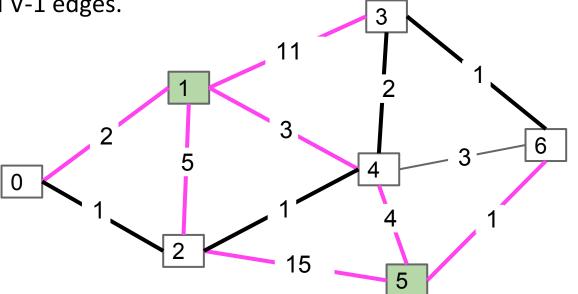
```
# edgeTo
0 -
1 -
2 0
3 4
4 2
5 -
6 3
```





Start from some arbitrary start node.

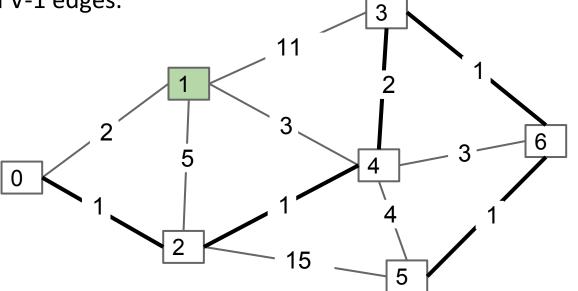
```
# edgeTo
0 -
1 -
2 0
3 4
4 2
5 -
6 3
```





Start from some arbitrary start node.

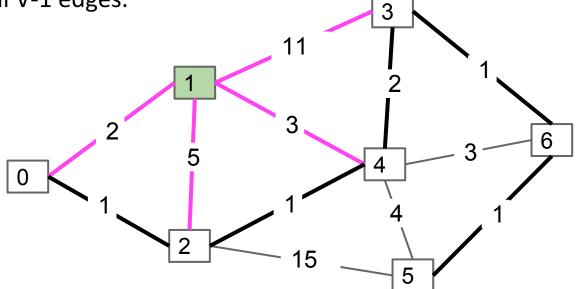
```
# edgeTo
0 -
1 -
2 0
3 4
4 2
5 6
6 3
```





Start from some arbitrary start node.

```
# edgeTo
0 -
1 -
2 0
3 4
4 2
5 6
6 3
```





Start from some arbitrary start node.

```
# edgeTo
0 -
1 0
2 0
3 4
4 2
5 6
6 3
```

