Computer Science 130B Fall 2021 Programming Assignment #2

Due: 11:59pm, October 31, Sunday

Your task here is to implement the minimum cost spanning tree algorithms. You can choose to implement either Kruskal's or Prim's algorithm.

You read input data from cin and output your result on cout. The format will be

```
n /* number of vertices */
x_0 \ y_0 /* coordinates of the 0th vertex */
...
x_{n-1} \ y_{n-1} /* coordinates of the (n-1)th vertex */
m /* number of edges */
v_0^0 \ v_1^0 /* indices of the first edge, or the first edge goes from vertex v_0^0 to v_1^0 */
...
v_0^{m-1} \ v_1^{m-1} /* indices of the (m-1)th edge, or the (m-1)th edge goes from vertex v_0^{m-1} to v_1^{m-1} */
```

 $v_0^{in} + v_1^{in} + v_1^{in}$

Your program should output (to cout) the following information:

```
V_0^0 V_1^0 /* indices of the first MCST edge that goes from vertex V_0^0 to V_1^0 */ ... V_0^{n-1} V_1^{n-1} /* indices of the (n-1)th MCST edge that goes from vertex V_0^{n-1} to V_1^{n-1} */
```

For ease of grading, The MCST edges must be written out in the order of the vertex of the smaller index (e.g., edge (1,3) before edge (2,3)). If the vertices of the smaller index are the same for two MCST edges, the tie is broken by the other vertex (e.g., edge (1,2) before edge (1,3)).

Again, while some standard test data are provided, you should also generate your own data (random points in 2D with random connection patterns). To see if your program produces the correct results, you can use a plotting program, such as gnuplot, to plot input points and the MCST.