MINIMUM SPANNING PRISM ALOGRITHM:

#include<stdio.h>

#include<stdlib.h>

#define infinity 9999

#define MAX 20

int G[MAX][MAX],spanning[MAX][MAX],n;

int prims();

int main()

{

int i,j,total\_cost;

printf("Enter no. of vertices:");

scanf("%d",&n);

printf("\nEnter the adjacency matrix:\n");

for(i=0;i<n;i++)

for(j=0;j<n;j++)

scanf("%d",&G[i][j]);

total\_cost=prims();

printf("\nspanning tree matrix:\n");

for(i=0;i<n;i++)

{

printf("\n");

for(j=0;j<n;j++)

printf("%d\t",spanning[i][j]);

}

printf("\n\nTotal cost of spanning tree=%d",total\_cost);

return 0;

}

int prims()

{

int cost[MAX][MAX];

int u,v,min\_distance,distance[MAX],from[MAX];

int visited[MAX],no\_of\_edges,i,min\_cost,j;

for(i=0;i<n;i++)

for(j=0;j<n;j++)

{

if(G[i][j]==0)

cost[i][j]=infinity;

else

cost[i][j]=G[i][j];

spanning[i][j]=0;

}

distance[0]=0;

visited[0]=1;

for(i=1;i<n;i++)

{

distance[i]=cost[0][i];

from[i]=0;

visited[i]=0;

}

min\_cost=0;

no\_of\_edges=n-1;

while(no\_of\_edges>0)

{

min\_distance=infinity;

for(i=1;i<n;i++)

if(visited[i]==0&&distance[i]<min\_distance)

{

v=i;

min\_distance=distance[i];

}

u=from[v];

spanning[u][v]=distance[v];

spanning[v][u]=distance[v];

no\_of\_edges--;

visited[v]=1;

for(i=1;i<n;i++)

if(visited[i]==0&&cost[i][v]<distance[i])

{

distance[i]=cost[i][v];

from[i]=v;

}

min\_cost=min\_cost+cost[u][v];

}

return(min\_cost);

}

OUTPUT:

