

Unit 7 Activity: Greedy Algorithms

A *greedy algorithm* is an algorithm that uses the heuristic of making the locally optimal choice at each stage of problem solving, with the hope of finding a globally optimal solution. One of the problems in which a greedy algorithm leads to an optimal solution is that of finding the minimum spanning tree. There are two well-known approaches to solving this problem: Kruskal's Algorithm and Prim's Algorithm.

Implement Kruskal's and Prim's algorithms and test them using some sample graph examples. You can implement graphs using the data structure of your choice.