// ConsoleApplication11.cpp : Defines the entry point for the console application.

//

#include "stdafx.h"

#include<iostream>

using namespace std;

int vertArr[20][20]; //the adjacency matrix initially 0

int count = 0;

void displayMatrix(int v, char\* N) {

int i, j;

cout << " ";

for (i = 0; i < 6; i++)

cout<<N[i] << " ";

cout << endl;

for (i = 0; i < v; i++) {

cout << N[i] << " ";

for (j = 0; j < v; j++) {

cout << vertArr[i][j] << " ";

}

cout << endl;

}

}

void add\_edge(int u, int v) { //function to add edge into the matrix

vertArr[u][v] = 1;

vertArr[v][u] = 1;

}

void main() {

int v = 6;

char N[6] = { 'a','b','c','d','e','f' };

//there are 6 vertices in the graph

add\_edge(0, 4);

add\_edge(0, 3);

add\_edge(1, 2);

add\_edge(1, 4);

add\_edge(1, 5);

add\_edge(2, 3);

add\_edge(2, 5);

add\_edge(5, 3);

add\_edge(5, 4);

displayMatrix(v, N);

}