Date :

DFS and BFS

```
#include <stdio.h>
#include <stdlib.h>
#define MAX_VERTICES 100
typedef struct Graph {
    int numVertices;
    int adj[MAX_VERTICES][MAX_VERTICES];
} Graph;
Graph* createGraph(int numVertices) {
    Graph* graph = (Graph*) malloc(sizeof(Graph));
    graph->numVertices = numVertices;
    int i,j;
    for(i=0; i<numVertices; ++i) {
    for(j=0; j<numVertices; ++j) {
        graph->adj[i][j] = 0;
    }
}
return graph;
}
void addEdge(Graph* graph, int src, int dest) {
    graph->adj[src][dest] = 1;
    graph->adj[src][dest] = 1;
}
```

Date :

```
void dfs (Graph * graph, int vertex, int visited[]) {
    visited[vertex] = 1;
    printf ("%c", 'A' + vertex);
    int i;
    for (i = 0; i < graph -> numVertices; ++i) {
    if (graph -> adj[vertex][i] == 1 && !visited[i]) {
      dfs (graph, i, visited);
    }

void bfs (Graph * graph, int startVertex, int visited2[]) {
    int queue[MAX_VERTICES];
    int front = 0;
    int rear = -1;
    queue[++rear] = startVertex;
    visited2[startVertex] = 1;
    printf ("Breadth First Search: \n");
    while (front <= rear) {
    int currentVertex = queue[front++];
    printf ("%c", 'A' + currentVertex);
    int i;
    for (i = 0; i < graph -> numVertices; ++i) {
    if (graph -> adj[currentVertex][i] == 1 &&
        !visited2[i]) {
        queue[++rear] = i;
        visited2[i] = 1;
    }
}
```

```
int main() {
    int numVertices = 7;
    Graph *graph = createGraph(numVertices);
    addEdge(graph, 0, 1);
    addEdge(graph, 0, 2);
    addEdge(graph, 1, 3);
    addEdge(graph, 1, 4);
    addEdge(graph, 2, 5);
    addEdge(graph, 2, 6);

    int visited[MAX_VERTICES] = {0};
    int startVertex = 0;
    printf("Depth first search");
    dfs(graph, startVertex, visited);
    int visited2[MAX_VERTICES] = {0};
    bfs(graph, startVertex, visited2);
    return 0;
}
```

Output:

Depth-First Search (DFS): A B D E C F G

Breadth-First Search (BFS): A B C D E F G

```
0 1 1 0 0 0 0
1 0 0 1 1 0 0

1 0 0 0 0 1 1
0 1 0 0 0 0 0
0 1 0 0 0 0 0
0 0 1 0 0 0 0
0 0 1 0 0 0 0
```