## **Assignment No.**

```
#include <iostream>
#include <vector>
#include <queue>
#include <stack>
#include <omp.h>
using namespace std;
class Graph {
  int V;
  vector<vector<int>> adj;
public:
  Graph(int V): V(V), adj(V) {}
  void addEdge(int u, int v) {
     adj[u].push_back(v);
     adj[v].push_back(u);
  }
//Parallel BFS:
  void parallelBFS(int start) {
     vector<bool> vis(V, false);
     queue<int> q; q.push(start);
     vis[start] = true;
     #pragma omp parallel
     while (!q.empty()) {
       int node;
       #pragma omp critical
       { node = q.front(); q.pop(); }
       cout << node << " ";
       #pragma omp for
       for (int n : adj[node]) if (!vis[n]) {
          vis[n] = true;
          q.push(n);
```

```
}
     }
  }
//Parallel DFS:
  void parallelDFS(int start) {
     vector<bool> vis(V, false);
     stack<int> s;
     s.push(start);
     #pragma omp parallel
     while (!s.empty()) {
        int node;
        #pragma omp critical
        { node = s.top(); s.pop(); }
        if (!vis[node]) {
           vis[node] = true; cout << node << " ";</pre>
           #pragma omp for
           for (int n : adj[node]) {
              if (!vis[n]) s.push(n);
           }
        }
     }
  }
};
int main() {
   int V, E, u, v, start;
  cout << "Vertices: "; cin >> V;
   Graph g(V);
   cout << "Edges: "; cin >> E;
  cout << "Enter edges:\n";
   while (E--) {
     cin >> u >> v; g.addEdge(u, v);
   cout << "Start node: "; cin >> start;
  cout << "BFS: "; g.parallelBFS(start);</pre>
  cout << "\nDFS: "; g.parallelDFS(start);</pre>
}
```

## 

Vertices: 6 Edges: 7

Enter edges:

0 1

02

13

14

24

35

45

Start node: 0 BFS: 0 1 2 3 4 5 DFS: 0 2 4 5 3 1