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#include <stdio.h>
#include <stdlib.h>
#define MAX_VERTICES 100
void addEdge(int graph[MAX_VERTICES][MAX_VERTICES], int u, int v) {
    graph[u][v] = 1;
    graph[v][u] = 1; // For undirected graph; remove this line for directed graph
}
void printGraph(int graph[MAX_VERTICES][MAX_VERTICES], int vertices) {
    for (int i = 0; i < vertices; i++) {
        for (int j = 0; j < vertices; j++) {
            printf("%d ", graph[i][j]);
        }
        printf("\n");
    }
}
int main() {
    int vertices = 4;
    int graph[MAX_VERTICES][MAX_VERTICES] = {0};
    addEdge(graph, 0, 1);
    addEdge(graph, 0, 2);
    addEdge(graph, 1, 2);
    addEdge(graph, 2, 3);
    printGraph(graph, vertices);
    return 0;
}
```