

Online C Compiler.

Code, Compile, Run and Debug C program online.

Write your code in this editor and press "Run" button to compile

```
*****  
#include <stdio.h>
```

```
int main()
```

```
{
```

```
    int i,j,k,n,A[10][10],indeg[10],flag[10],count=0;
```

```
    printf("Enter the number of vertices: ");
```

```
    scanf("%d",&n);
```

```
    printf("Enter the adjacency matrix:\n");
```

```
    for(i=0;i<n;i++)
```

```
    {
```

```
        for(j=0;j<n;j++)
```

```
        {
```

```
            scanf("%d",&A[i][j]);
```

```
        }
```

```
    }
```

```
    for(i=0;i<n;i++)
```

```
    {
```

```
        indeg[i] = 0;
```

```
        flag[i] = 0;
```

```
    }
```

```
    for(i=0;i<n;i++)
```

```
    {
```

```
        for(j=0;j<n;j++)
```

```
        {
```

```
            indeg[i] = indeg[i] + A[j][i];
```

```
        }
```

```
    }
```

input

```

    }
}

for(i=0;i<n;i++)
{
    indeg[i] = 0;
    flag[i] = 0;
}

for(i=0;i<n;i++)
{
    for(j=0;j<n;j++)
    {
        indeg[i] = indeg[i] + A[j][i];
    }
}

printf("\nThe topological order is:");

while(count<n)
{
    for(k=0;k<n;k++)
    {
        if((indeg[k] == 0) && (flag[k] == 0))
        {
            printf("%d ",(k+1));
            flag[k] = 1;
        }
        for(i=0;i<n;i++)
        {
            if(A[i][k] == 1){ indeg[k]--; }
        }
    }
    count++;
}

return 0;

```



Enter the number of vertices: 4

Enter the adjacency matrix:

1 1 1 1

1 0 1 1

1 1 0 1

0 1 1 1

The topological order is:1 2 3 4

...Program finished with exit code 0

Press ENTER to exit console.