```c
#include <stdio.h>

int queue[100], front = -1, rear = -1;
int visited[100];

void enqueue(int v) {
    if (rear == -1)
        front = rear = 0;
    else
        rear++;
    queue[rear] = v;
}

int dequeue() {
    int v = queue[front];
    if (front == rear)
        front = rear = -1;
    else
        front++;
    return v;
}

int isEmpty() {
    return front == -1;
}

void bfs(int graph[100][100], int n, int start) {
    int i;
    enqueue(start);
    visited[start] = 1;

    while (!isEmpty()) {
        int v = dequeue();
        printf("%d ", v);
        for (i = 0; i < n; i++) {
            if (graph[v][i] == 1 && !visited[i]) {
                enqueue(i);
                visited[i] = 1;
            }
        }
    }
}

int main() {
    int graph[100][100], n, i, j, start;
    printf("Enter number of vertices: ");
    scanf("%d", &n);
```

```
    printf("Enter adjacency matrix:\n");
    for (i = 0; i < n; i++)
        for (j = 0; j < n; j++)
            scanf("%d", &graph[i][j]);

    printf("Enter starting vertex: ");
    scanf("%d", &start);

    printf("BFS traversal: ");
    bfs(graph, n, start);

    return 0;
}
```