Algorithm: Level numbering (can be done using BFS only) **Input**: A simple connected undirected graph G = (V,E)

Output: An array indexed with vertices containing level order.

```
Initialize a queue Q
Initialize an array Level[1..n] with value -1.

Pick a starting vertex s

Level[s] ← 0
Q.add(s)

while Q ≠ Ø do

v ← Q.dequeue()
level ← Level[v] + 1

for all vertex w adjacent to v with Level[w] == -1

Level[w] ← level
Q.add(w)

return Level
```