

Graphs: BFS Tr

Viewing FTT Track II (Embedded)'s screen

```
#include <list>
using namespace std;
class Graph {
    int numVertices;
    list<int>* adjLists;
    bool* visited;
public:
    Graph(int vertices);
    void addEdge(int src, int dest);
    void BFS(int startVertex);
}; // end class
// Create a graph with given vertices,
// and maintain an adjacency list
Graph::Graph(int vertices) {
    numVertices = vertices;
    adjLists = new list<int>[vertices];
}
// Add edges to the graph
void Graph::addEdge(int src, int dest) {
    adjLists[src].push_back(dest);
    adjLists[dest].push_back(src);
}
```

Object oriented programming (C++), Pranav Verma