



A3. #include <bits/stdc++.h>
using namespace std;

void addEdge (vector<char> adj[], int s,
int d)

{

adj[s].push_back(d);

adj[d].push_back(s);

}

void printGraph (vector<char> adj[], int v)

{

for (int d=0; d<=v; ++d)

{

cout << "Vertex " << d << " : "

for (auto x : adj[d])

cout << " -> " << x;

cout << endl;

}

}

int main() {

int v = 6;

vector<int> adj[v];

addEdge (adj, 0, 1);

addEdge (adj, 0, 2);

addEdge (adj, 0, 3);

addEdge (adj, 1, 2);

printGraph (adj, v);

}