Aim:

Write a program to implement Breadth First Search of a graph.

Source Code:

GraphsBFS.c

```
#include<stdio.h>
#include<stdlib.h>
#define MAX 99
struct node
   struct node *next;
   int vertex;
};
typedef struct node * GNODE;
GNODE graph[20];
int visited[20];
int queue[MAX],front=-1,rear=-1;
int n;
void insertQueue(int vertex)
   if (rear==MAX-1)
   printf("queue over flow.\n");
   else
      if(front==-1)
         front=0;
      }
      rear++;
      queue[rear]=vertex;
   }
int isemptyQueue()
   if(front==-1||front>rear)
   return 1;
   else
   return 0;
}
int deleteQueue()
   int deleteItem;
   if(front==-1||front>rear)
      printf("Queue underflow.\n");
      exit(0);
   }
   deleteItem=queue[front];
   front++;
   return deleteItem;
```

```
void BFS(int v)
   int w;
   insertQueue(v);
   while(! isemptyQueue())
      v=deleteQueue();
      printf("%d\n",v);
      visited[v]=1;
      GNODE g;
      for(g=graph[v];g!=NULL;g=g->next)
         w=g->vertex;
         if(visited[w]==0)
            insertQueue(w);
            visited[w]=1;
      }
   }
}
void main()
   int N,E,s,d,i,j,v,w;
   GNODE p,q;
   printf("Enter the number of vertices : ");
   scanf("%d",&N);
   printf("Enter the number of edges : ");
   scanf("%d",&E);
   for(i=1;i<=E;i++)</pre>
      printf("Enter source : ");
      scanf("%d",&s);
      printf("Enter destination : ");
      scanf("%d",&d);
      q=(GNODE)malloc(sizeof(struct node));
      q->vertex=d;
      q->next=NULL;
      if(graph[s]==NULL)
         graph[s]=q;
      }
      else
         p=graph[s];
         while(p->next!=NULL)
         p=p->next;
         p->next=q;
      }
   }
   for(i=0;i<=n;i++)</pre>
   visited[i]=0;
   printf("Enter Start Vertex for BFS : ");
   scanf("%d",&v);
   printf("BFS of graph : \n");
   BFS(v);
```

```
printf("\n");
}
```

Execution Results - All test cases have succeeded!

```
Test Case - 1
User Output
Enter the number of vertices : 5
Enter the number of edges : 5
Enter source : 1
Enter destination : 2
Enter source : 1
Enter destination : 4
Enter source : 4
Enter destination : 2
Enter source : 2
Enter destination : 3
Enter source : 4
Enter destination : 5
Enter Start Vertex for BFS : 1
BFS of graph :
```

Test Case - 2
User Output
Enter the number of vertices : 4
Enter the number of edges : 3
Enter source : 1
Enter destination : 2
Enter source : 2
Enter destination : 3
Enter source : 3
Enter destination : 4
Enter Start Vertex for BFS : 2
BFS of graph :
2
3
4