

# Competitive Programming

(<https://github.com/MalavikaJayakumar/Competitive-Programming-Problems>)

## 1. DFS

- Store your graph using adjacency matrix(as we have done in the lab session)
- Write separate functions for the important operations(so that u can reuse those functions in the next programs too)
- DFS() should visit the nodes in the correct order and print them based on the increasing order of their Finishing time

### Code:

```
# include<iostream>
using namespace std;

int n,e;

int printgraph(int *m)
{
    int i,j;
    cout<<"\n Adjacency graph: \n";
    for(i=0;i<n;i++)
    {
        for(j=0;j<n;j++)
        {
            cout<<*((m+(i*n))+j)<<" ";
        }
        cout<<endl;
    }
    return 0;
}

int readgraph(int *m)
{
    int x,y,i;
    cout<<"\n Enter the starting and ending nodes: ";
    for(i=0;i<e;i++)
    {
        cin>>x>>y;
        *((m+(x*n))+y)=1;
        *((m+(y*n))+x)=1;
    }
    return 0;
}

int dfs(int *m,int v)
{
    int j,k,stk[n],top,visit[n],visited[n];
    cout<<"\n DFS order of nodes: ";
    cout<<v<<" ";
    visited[v]=1;
```

```

        k=1;
        while(k<n)
        {
            for(j=(n-1);j>=0;j--)
                if(((m+(v*n))+j))!=0 && visited[j]!=1 && visit[j]!=1)
                {
                    visit[j]=1;
                    stk[top]=j;
                    top++;
                }
            v=stk[--top];
            cout<<v<<" ";
            k++;
            visit[v]=0;
            visited[v]=1;
        }
        return 0;
    }

int main()
{
    int v;
    cout<<"Enter number of vertices: ";
    cin>>n;
    cout<<"\n Enter number of edges: ";
    cin>>e;
    int m[n][n]={};
    readgraph((int *)m);
    printgraph((int *)m);
    cout<<"\n Enter start node of dfs: ";
    cin>>v;
    dfs((int *)m,v);
    return 0;
}

```

### **Output:**

```

Enter number of vertices: 4

Enter number of edges: 4

Enter the starting and ending nodes: 0 1
0 2
1 3
2 3

Adjacency graph:
0 1 1 0
1 0 0 1
1 0 0 1
0 1 1 0

Enter start node of dfs: 0

DFS order of nodes: 0 1 3 2
-----

```