

```

void bfs(int a[10][10], int n, int u)
{
    int f, r, q[10], v;
    int s[10] = {0}; /* initialize all elements in s to 0 i.e, no node is visited */
    printf("The nodes visited from %d : ", u);
    f = 0, r = -1; // queue is empty
    q[++r] = u; // Insert u into queue
    s[u] = 1; // insert u to s
    printf("%d ", u); // print the node visited
    while ( f <= r )
    {
        u = q[f++]; // delete an element from q
        for (v = 0; v < n; v++)
        {
            if (a[u][v] == 1) // If v is adjacent to u
            {
                if (s[v] == 0) // If v is not in S i.e., v has not been visited
                {
                    printf("%d ", v); // print the node visited
                    s[v] = 1; // add v to s, mark it as visited
                    q[++r] = v; // Insert v into queue
                }
            }
        }
    }
    printf("\n");
}

```

```
void main()
{
    int n, a[10][10], source, i, j;
    printf("Enter the number of nodes : ");
    scanf("%d", &n);
    printf("Enter the adjacency matrix:\n");
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < n; j++) scanf("%d", &a[i][j]);
    }
    for (source = 0; source < n; source++)
        bfs(a, n, source);
}
```

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```
void dfs(int u)
{
    int v;
    s[u] = 1;
    printf("%d ", u);
    for (v = 0; v < n; v++)
    {
        if (a[u][v] == 1 && s[v] == 0) dfs(v);
    }
}
```

```
void read_adjacency_matrix(int a[10][10], int n)
{
    int i, j;
    for (i = 0; i < n; i++)
    {
        for (j = 0; j < n; j++)
        {
            scanf("%d", &a[i][j]);
        }
    }
}
```

```
#include <stdio.h>
```

```
int a[10][10], s[10], n; // Global variables

void main()
{
    int i, source;

    printf("Enter the number of nodes in the graph : ");
    scanf("%d", &n);

    printf("Enter the adjacency matrix:\n");
    read_adjacency_matrix(a, n);

    for (source = 0; source < n; source++)
    {
        for (i = 0; i < n; i++) s[i] = 0;

        printf("\nThe nodes reachable from %d: ", source);
        dfs(source);
    }
}
```