ere ✕ topological order.c ✕

```c

#include <stdio.h>
int main(){
  int i,j,k,n,a[10][10],indeg[10],flag[10],count=0;
  printf("Enter the no of vertices:\n");
  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(i=0;i<n;i++){
    indeg[i]=0;
    flag[i]=0;
  }
  for(i=0;i<n;i++)
    for(j=0;j<n;j++)
      indeg[i]=indeg[i]+a[j][i];
    printf("The topological order is: \n");
    while(count<n){
      for(k=0;k<n;k++){
        if((indeg[k]==0) && (flag[k]==0)){
            printf("%d ",(k+1));
            flag [k]=1;
          }
        for(i=0;i<n;i++){
          if(a[i][k]==1)
          indeg[k]--;
          }
        }
        count++;
      }
      return 0;
}


```