

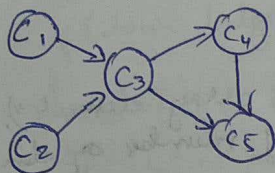
```

printf("%.2d", res[i]);
}
printf("\n");
return 0;

```

3

otp :-



Enter the number of vertices: 5

Enter the adjacency matrix:

```

0 0 1 0 0
0 0 1 0 0
0 0 0 1 1
0 0 0 0 1
0 0 0 0 0

```

Topological order: 1 0 2 3 4

25/5/24

Algorithm for selection sort

30/5/24

sel sort(a[0..n-1])

It sorts a given array by selection sort

Input: An array