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

int main() {
    int n, edges;

    // Input number of vertices and edges
    cout << "Enter the number of vertices: ";
    cin >> n;
    cout << "Enter the number of edges: ";
    cin >> edges;

    // Initialize adjacency matrix with 0
    int adjMatrix[n][n];
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            adjMatrix[i][j] = 0;
        }
    }

    // Input edges
    cout << "Enter the edges (format: u v for edge between u and v):" << endl;
    for (int i = 0; i < edges; i++) {
        int u, v;
        cin >> u >> v;

        // For undirected graph
        adjMatrix[u][v] = 1;
        adjMatrix[v][u] = 1;

        // For directed graph (uncomment the next line and comment the above line)
        // adjMatrix[u][v] = 1;
    }

    // Display adjacency matrix
    cout << "Adjacency Matrix:" << endl;
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            cout << adjMatrix[i][j] << " ";
        }
        cout << endl;
    }

    return 0;
```

}