

23/05/24

Topological sort using source Removal method

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

```
void topologicalSort(int arr[100], int n, int s[], int t[]){
```

int indegree[100] = {0};

```
for (int i = 0; i < n; i++) {
```

int sum = 0;

```
for (int j = 0; j < n; j++) {
```

sum = arr[i][j];

```
indegree[j] = sum; }
```

int stop = 1;

```
for (int i = 0; i < n; i++) {
```

if (indegree[i] == 0) {

stop++;

t[stop] = i;

}

}

}

```
int T[index = 0];
```

```
while (stop != -1) {
```

int u = t[stop];

stop--;

```
T[index++] = u;
```

```
for (int v = 0; v < n; v++) {
```

if (arr[u][v] == 1) {

indegree[v] -= 1;

if (indegree[v] == 0) {

stop++;

t[stop] = v;

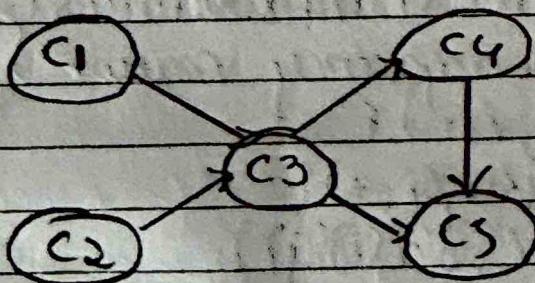
}

}

}

7) {
 }
 fixing ("topological order"),
 for (int i = 0; i < n; i++) {
 fixup ("1d", TS[i]);
 }
 }
 in main() {
 ini a[100][100], n, s[100], TS[100];
 fixup ("Enter the number of vertices").
 scanf ("1d", &n);
 fixup ("Enter the adjacency matrix");
 for (int i = 0; i < n; i++)
 for (int j = 0; j < n; j++)
 scanf ("1d", &a[i][j]);
 topological_dots (a, n, s, TS);
 return 0;
 }

Output



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 : C1, C2, C3, C4, C5

1 0 2 3 4

Topological sort using DFS

```
#include <csdia.h>
#include <idleb.h>
#define MAX_VERTICES 100
int S[MAX_VERTICES] = {0};
int vis[MAX_VERTICES];
```

```
int j = 0;
```

```
void DFS(int u, int n, int a[MAX_VERTICES][MAX_VERTICES])
```

```
{
```

```
    S[u] = 1;
```

```
    for (int v = 0; v < n; v++) {
```

```
        if (a[u][v] == 1 && S[v] == 0) {
```

```
            DFS(v, n, a);
```

```
}
```

```
} int main () {
```

```
    int n;
```

```
    printf ("Enter the number of vertices ");
```

```
    scanf ("%d", &n);
```

```
    int a[MAX_VERTICES][MAX_VERTICES];
```

```
    printf ("Enter the adjacency matrix ");
```

```
    for (int i = 0; i < n; i++) {
```

```
        for (int j = 0; j < n; j++) {
```

```
            scanf ("%d", &a[i][j]);
```

```
}
```

```
    for (int u = 0; u < n; u++) {
```

```
        if (S[u] == 0) {
```

```
            DFS(u, n, a);
```

```
}
```

```
}
```

```
    printf ("Topological order: ");
```

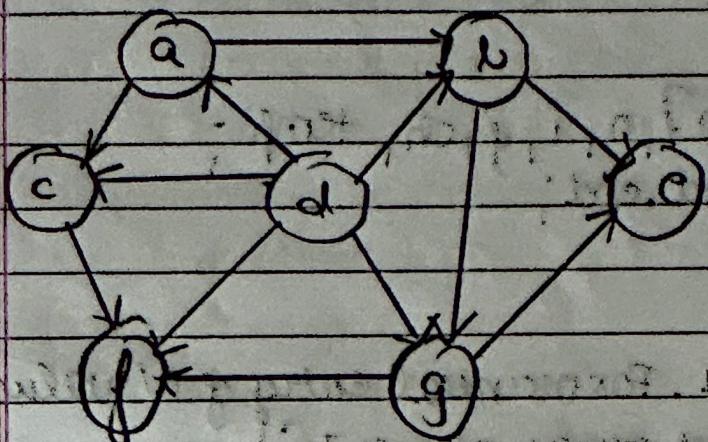
```
    for (int i = j - 1; i >= 0; i--) {
```

```
        printf ("%d ", vis[i]);
```

free(s ("In");
return 0;

}

Output



Enter the number of vertices: 7

Enter the adjacency matrix:

a	b	c	d	e	f	g
a	0	1	0	0	0	0
b	0	0	1	0	1	0
c	0	0	0	0	1	0
d	1	1	1	0	0	0
e	0	0	0	0	0	0
f	0	0	0	0	0	0
g	0	0	0	1	0	0

Topological order: d a c b g f e

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10:00 AM