It puts N, M to v, e (no. of cities, roads). It creates a list called visit, which stores the visited status of each city. add_l stores the adjacency list of the graph. Then it loops through the next e lines of the input file, each containing ui and vi (bidirectional road between city ui and vi). Then it appends vi to the list at index ui in add_l, and vice versa. BFS_trvrs takes add_l and src. It creates a list called queue, which stores the cities to be visited in the BFS order. It appends the source city src to the queue and marks it as visited by setting visit[src] to 1. It loops until the queue is empty. It pops the first elem of the queue and assigns it to the variable temp. It writes the value of temp to the output file, followed by space. It loops through the list at index temp in the add_l list, which contains the adjacent cities of temp.

For each adjacent city x, it checks if it is not visited by comparing visit[x] to 0. If so, it marks it as visited by setting visit[x] to 1 and appends it to queue. Then it assigns the value of 1 to variable one which is the starting city of the BFS.