

```

#include <iostream>
using namespace std;

class WebCrawler {
private:
    int vertex;        // number of web pages
    int edge;          // number of hyperlinks
    int adj[20][20];   // adjacency matrix
    bool visited[20];  // visited array

public:
    void input() {
        cout << "Enter number of web pages (vertices): ";
        cin >> vertex;

        cout << "Enter number of hyperlinks (edges): ";
        cin >> edge;

        // Initialize adjacency matrix and visited array
        for (int i = 0; i < vertex; i++) {
            for (int j = 0; j < vertex; j++) {
                adj[i][j] = 0;
            }
            visited[i] = false;
        }

        cout << "\nEnter hyperlinks (from to) format (0-indexed):\n";
        for (int i = 0; i < edge; i++) {
            int u, v;
            cin >> u >> v;
            adj[u][v] = 1; // directed edge
        }
    }

    void display() {
        cout << "\nAdjacency Matrix (Web Page Links):\n";
        for (int i = 0; i < vertex; i++) {
            for (int j = 0; j < vertex; j++) {
                cout << adj[i][j] << " ";
            }
            cout << endl;
        }
    }
}

```

```

void BFS(int start) {
    int queue[20]; // array to simulate a queue
    int front = 0, rear = 0;

    visited[start] = true;
    queue[rear++] = start; // enqueue start vertex

    cout << "\nBFS Traversal (Indexing Order): ";

    while (front < rear) { // while queue not empty
        int current = queue[front++]; // dequeue
        cout << "Page " << current << " -> ";

        for (int i = 0; i < vertex; i++) {
            if (adj[current][i] == 1 && !visited[i]) {
                visited[i] = true;
                queue[rear++] = i; // enqueue neighbor
            }
        }
    }

    cout << "End\n";
}

};

int main() {
    WebCrawler crawler;
    crawler.input();
    crawler.display();

    int start;
    cout << "\nEnter starting web page (seed URL index): ";
    cin >> start;

    crawler.BFS(start);

    return 0;
}

```

OUTPUT:-

Enter number of web pages (vertices): 5

Enter number of hyperlinks (edges): 6

Enter hyperlinks (from to) format (0-indexed):

0 1

0 2

1 3

2 3

3 4

4 0

Enter starting web page (seed URL index): 0

Adjacency Matrix (Web Page Links):

0 1 1 0 0

0 0 0 1 0

0 0 0 1 0

0 0 0 0 1

1 0 0 0 0

BFS Traversal (Indexing Order):

Page 0 -> Page 1 -> Page 2 -> Page 3 -> Page 4 -> End