

```

#include <stdio.h>
#include <stdlib.h>

#define MAX 100

int adj[MAX][MAX];
int visited[MAX];
int queue[MAX];
int front = -1, rear = -1;

void insert(int v) {
    if (rear == MAX - 1)
        return;
    if (front == -1)
        front = 0;
    queue[++rear] = v;
}

int delete() {
    if (front == -1 || front > rear)
        return -1;
    return queue[front++];
}

void bfs(int start, int n) {
    for (int i = 0; i < n; i++)
        visited[i] = 0;

    insert(start);
    visited[start] = 1;

    while (front <= rear) {
        int node = delete();
        printf("%d ", node);
        for (int i = 0; i < n; i++) {
            if (adj[node][i] == 1 && !visited[i]) {
                insert(i);
                visited[i] = 1;
            }
        }
    }
}

int main() {
    int n = 4;

```

```
adj[0][1] = 1;
adj[0][2] = 1;
adj[1][2] = 1;
adj[2][0] = 1;
adj[2][3] = 1;
adj[3][3] = 1;
printf("BFS traversal from node 2 = \n");
bfs(2, n);
return 0;
}
```

Output:

```
sammj@SAM_LAPTOP MINGW64 ~/DS LAB
$ /usr/bin/env c:\Users\sammj\.\vscode\bin\code
soft-MIEngine-In-avsd042x.u0q --stdout
x35rnm5.1r1 --dbgExe=C:\msys64\ucrt
BFS traversal from node 2 =
2 0 3 1
```

9a. BFS

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

#define MAX 100

int adj[MAX][MAX];
int visited[MAX];
int queue[MAX];
int front = -1, rear = -1;

void insert (int v)
{
    if (rear == MAX - 1)
        return;
    if (front == -1)
        front = 0;
    queue[rear + 1] = v;
}

int delete ()
{
    if (front == -1 || front > rear)
    {
        return -1;
    }
    return queue[front++];
}

void bfs (int start, int n)
{
    for (int i = 0; i < n; i++)
        visited[i] = 0;
```

~~enqueue~~

visit (start);

visited[start] = 1;

while (front <= rear)

{

int node = ~~dequeue~~ ^{delete} ();

printf("%d", node);

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

{

if (adj[node][i] == 1 && !visited[i])

{

visit (i);

visited[i] = 1;

}

}

}

}

int main ()

{

int n = 4;

adj[0][1] = 1;

adj[0][2] = 1;

adj[1][2] = 1;

adj[2][0] = 1;

adj[2][3] = 1;

adj[3][3] = 1;

printf("BFS ^{traversal} from node 2 = ");

bfs (2, n);

return 0;

}

Output:

BFS traversal from node 2 =

2 0 3 1

