

Data Structures Odyssey: Exploring the Foundations of Computing

Ex. No.: 11	Topological Sorting	Date:09/05/2024
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Write a C program to create a graph and display the ordering of vertices.

Algorithm:

- 1) Start
 - 2) Initialize an empty stack to store the topologically sorted elements.
 - 3) Initialize a set to track visited nodes.
 - 4) Start a depth-first search (DFS) from any unvisited node in the graph.
 - 5) During DFS traversal: a. Mark the current node as visited.
b. Recursively visit all adjacent nodes that are not visited yet.
 - 6) Once a node has no unvisited adjacent nodes, push it onto the stack.
 - 7) Repeat steps 3-5 until all nodes are visited.
 - 8) Pop elements from the stack to get the topologically sorted order.
- Stop

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PROGRAM:

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

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

```
int s[100], j, res[100]; void
```

```
AdjacencyMatrix(int a[][100], int n) {
```

```
    int i, j; for (i = 0; i < n;
```

```
    i++) { for (j = 0; j <=
```

```
    n; j++) { a[i][j] = 0;
```

```
    } } for (i = 1; i < n;
```

```
    i++) { for (j = 0; j < i;
```

```
    j++) { a[i][j] = rand()
```

```
    % 2; a[j][i] = 0;
```

```
    }
```

```
    }
```

```
}
```

```
void dfs(int u, int n, int a[][100]) {
```

```
    int v; s[u] = 1; for (v = 0; v < n - 1;
```

```
    v++) { if (a[u][v] == 1 && s[v] ==
```

```
    0) { dfs(v, n, a);
```

```
    }
```

```
}
```

```
} j +=
```

```
1;
```

```
res[j]
```

```
= u;
```

```
}
```

```
void topological_order(int n, int a[][100]) {
```

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```
int i, u; for (i = 0; i < n;
i++) { s[i] = 0; } j = 0;
for (u = 0; u < n; u++) {
if (s[u] == 0) { dfs(u, n,
a);
}
}
return;
}

int main() { int
a[100][100], n, i, j;

printf("Enter number of vertices\n");
scanf("%d", &n);

AdjacencyMatrix(a, n); printf("\t\tAdjacency Matrix of the graph\n"); /* PRINT
ADJACENCY MATRIX */

for (i = 0; i < n; i++) {
for (j = 0; j < n; j++) {
printf("\t%d", a[i][j]);
}
printf("\n");
}

printf("\nTopological order:\n");

topological_order(n, a);

for (i = n; i >= 1; i--) { printf("-->%d",
res[i]);
}
```

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```
return 0;  
}
```

OUTPUT:

```
aiml231501167@cselab:~$ gcc program12.c  
aiml231501167@cselab:~$ ./a.out  
Enter number of vertices  
2  
  
Adjacency Matrix of the graph  
0 0  
1 0  
  
Topological order:  
-->1-->0aiml231501167@cselab:~$
```

RESULT: Thus, the program was successfully executed.