WAP TO FIND WHETHER A GRAPH IS CONNECTED OR NOT WITHOUT USING DFS METHOD

```
#include<stdio.h>
int a[20][20],reach[20],n;
void dfs(int v)
{
int i;
reach[v]=1;
for(i=1;i<=n;i++)
if(a[v][i] && !reach[i])
{
printf("\n %d->%d",v,i);
dfs(i);
}
}
void main()
{
int i,j,count=0;
printf("\n Enter number of vertices:");
scanf("%d",&n);
for(i=1;i<=n;i++)
{
reach[i]=0;
for(j=1;j<=n;j++)
a[i][j]=0;
}
printf("\n Enter the adjacency matrix:\n");
```

```
for(i=1;i<=n;i++)

for(j=1;j<=n;j++)

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

dfs(1);

printf("\n");

for(i=1;i<=n;i++)

{

if(reach[i])

count++;

}

if(count==n)

printf("\n Graph is connected");

else

printf("\n Graph is not connected");

}
```

OUTPUT: