(a) Write a program to traverse a graph using BFS method

(b) Write a program to check whether given graph is connected or not using DFS method.

```
#include<stdio.h>
int n, i, j, visited[10], queue[10], front=-1, rear=-1;
int adj[10][10];

void bfs(int v)
{
    for(i=1; i<=n; i++)
        if(adj[v][i] && !visited[i])
            queue[++rear] = i;

    if(front <= rear)
    {
        visited[queue[front]] = 1;
        bfs(queue[front++]);
    }
}

void main()
{
    int v;
    printf("Enter the number of vertices");
    scanf("%d", &n);
    for(i=1; i<=n; i++){
        queue[i]=0;
        visited[i]=0;
    }
    printf("Enter graph data in matrix form");
    for(i=1; i<=n; i++)
        for(j=1; j<=n; j++)
            scanf("%d", &adj[i][j]);
```

```
printf("Enter the starting vertex\n");
scanf("%d", &v);
bfs(v);
printf("The node which are reachable are\n");
for(i=1; i<=n; i++)
    if(visited[i])
        printf("%d\t", i);
    else
        printf("BFS is not possible. Not all nodes are reachable\n");
}
```

output →

```
Enter the number of vertices: 4
Enter graph data in matrix form:
0 1 1 0
1 0 0 1
1 0 0 1
0 1 1 0
Enter the starting vertex: 2
The node which are reachable are:
1  2  3  4
```

~~#include~~

(b)

```
#include <stdio.h>
#include <conio.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);
        }
}
int main(int argc, char *argv[]) {
    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");
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");
return 0;
}
```

Output → Enter number of vertices: 4

Enter the adjacency matrix

0 1 1 0
0 0 0 1
0 0 0 0
0 0 1 0

1 → 2
2 → 4
4 → 3

Graph is connected

ut code

Merging of two Binary Tree :→

Output :→ · Case I

Input : root 1 = [1, 3, 2, 5]

root 2 = [2, 1, 3, null, 4, null, 7]

Output

[3, 4, 5, 5, 4, null, 7]

Expected

[3, 4, 5, 5, 4, null, 7]

Case II :→

Input → root 1 = [1]

root 2 = [1, 2]

Output →

[2, 2]

Expected :→

[2, 2]