

ATMA RAM SANATAN DHARM COLLEGE

Course Title: Discrete Mathematical Structure

Practical

Submitted To:

Shalini Ma'am

Faculty Of Computer Science

Submitted By:

Name: Sudeep Kumar Singh

Roll No.: 22/28021

Course: B.Sc. Computer Science Hons.

8. Write a Program to accept a directed graph G and compute the indegree and out-degree of each vertex.

Code:

```
8.py > ...
     # defining the compute_degrees function with two parameters graph and num_vertices.
     def compute_degrees(graph, num_vertices):
         \# initialising all in and out degrees of each vertex with 0
         in_degrees = [0] * num_vertices
         out_degrees = [0] * num_vertices
 5
     # loop for iterating through graph and computing in and out degree.
 6
          for i in range(num_vertices):
              for j in range(num_vertices):
 8
                  if graph[i][j] == 1:
10
                     out_degrees[i] += 1
11
                     in_degrees[j] += 1
12
13
         return in_degrees, out_degrees
14
15
     def main():
16
          graph = []
          num_vertices = int(input("Enter the no. of vertices present in graph: "))
17
18
          # taking input for graph in adjacency matrix form
          for i in range(num_vertices):
19
             rows = []
20
21
              for j in range(num_vertices):
                  cell = int(input(f"Enter the value of {i,j}: "))
22
23
                  rows.append(cell)
24
              graph.append(rows)
25
         in_degrees, out_degrees = compute_degrees(graph, num_vertices)
27
28
          print("Vertex\tIn-Degree\tOut-Degree")
29
          for i in range(len(graph)):
             print(f"{i}\t{in_degrees[i]}\t\t{out_degrees[i]}")
30
31
32
     if __name__ == "__main__":
33
         main()
```

Output: 1

```
Enter the no. of vertices present in graph: 4
Enter the value of (0, 0): 0
Enter the value of (0, 1): 1
Enter the value of (0, 2): 0
Enter the value of (0, 3): 0
Enter the value of (1, 0): 0
Enter the value of (1, 1): 0
Enter the value of (1, 2): 1
Enter the value of (1, 3): 0
Enter the value of (2, 0): 0
Enter the value of (2, 1): 0
Enter the value of (2, 2): 0
Enter the value of (2, 3): 1
Enter the value of (3, 0): 1
Enter the value of (3, 1): 1
Enter the value of (3, 2): 0
Enter the value of (3, 3): 0
Vertex In-Degree
                     Out-Degree
       1
                        1
1
        2
                        1
        1
                        1
```