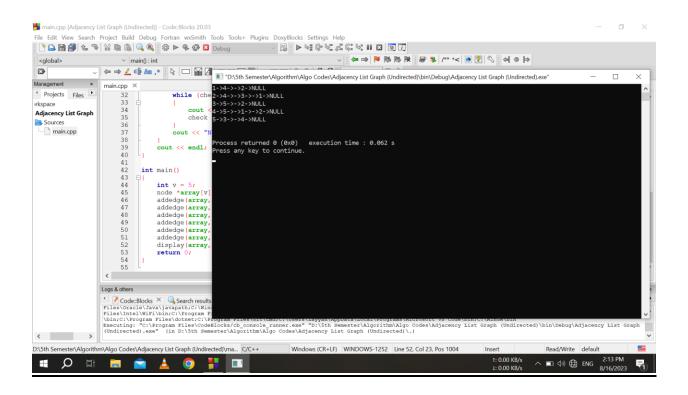
Final Lab Performance

07-08-2023

Output:



Implementation:

#include <bits/stdc++.h>

using namespace std;

struct node

```
{
  int data;
  node *next;
};
void addedge(node *array[], int s, int d)
{
  node *newnode = new node();
  newnode->data = d;
  newnode->next = NULL;
  newnode->next = array[s];
  array[s] = newnode;
  newnode = new node();
  newnode->data = s;
  newnode->next = NULL;
  newnode->next = array[d];
  array[d] = newnode;
}
void display(node *array[], int v)
{
  for (int i = 1; i <= v; i++)
  {
    node *check = array[i];
    cout << i;
    while (check)
    {
```

```
cout << "->" << check->data << "->";
      check = check->next;
    }
    cout << "NULL" << endl;
  }
  cout << endl;
}
int main()
{
  int v = 5;
  node *array[v] = {NULL};
  addedge(array, 1, 2);
  addedge(array, 2, 3);
  addedge(array, 2, 4);
  addedge(array, 1, 4);
  addedge(array, 4, 5);
  addedge(array, 5, 3);
  display(array, v);
  return 0;
}
```

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