

3) Write a C Program depth first search (DFS) using array.

14)

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

```
int G[10][10], visited [10], n;
```

```
void DFS (int i)
```

```
{
```

```
    int j;
```

```
    printf ("\n %d", i);
```

```
    visited [i] = 1;
```

```
    for (j = 0; j < n; j++)
```

```
        if (visited[j] && G[i][j] == 1)
```

```
            DFS(j);
```

```
}
```

```
void main ()
```

```
{
```

```
    int i, j;
```

```
    printf ("Enter number of vertices:");
```

```
    scanf ("%d", &n);
```

```
    printf ("\n Enter adjacency matrix of the graph:");
```

```
    for (i = 0; i < n; i++)
```

```
        for (j = 0; j < n; j++)
```

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

```
    for (i = 0; i < n; i++)
```

```
        visited[i] = 0;
```

```
    DFS(0);
```

```
}
```



11) Write a C program breath first search (BFS) using array.

Ans #include <stdio.h>

```
int a[20][20], q[20], visited[20], n, i, j, f=0, r=1;
```

```
void bfs (int v){
```

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

```
        if (a[v][i] && !visited[i])
```

```
            q[++r] = i;
```

```
        if (f <= r){
```

```
            visited[q[f]] = 1;
```

```
            bfs (q[f++]);
```

```
    }
```

```
}
```

```
void main ()
```

```
{
```

```
    int v;
```

```
    printf ("\n Enter the number of vertices:");
```

```
    scanf ("%d", &n);
```

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

```
        q[i] = 0;
```

```
        visited[i] = 0;
```

```
    }
```

```
    printf ("\n Enter graph data in matrix form: \n");
```

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

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

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

```
        }
        printf ("\n Enter the starting vertex:");
```

```
        scanf ("%d", &v);
```

```
        bfs (v);
```

```
        printf ("\n The node which are reachable are: \n");
```

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

```
            if (visited[i])
```

```
                printf ("%d\t", i);
```

```
else  
    printf ("In Bfs is not possible");  
}
```