

## LAB 4- BFS METHOD

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4-D

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

#include<stdlib.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 adjascency matrix :\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);
    printf("\n");
}

```