

LAB 5- ITOPOLOGICAL SORT

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4-D

```
#include <stdio.h>

int main(){
    int i,j,k,n,a[10][10],indeg[10],flag[10],count=0;

    printf("Enter the no of vertices:\n");
    scanf("%d",&n);

    printf("Enter the adjacency matrix:\n");
    for(i=0;i<n;i++){
        printf("Enter row %d\n",i+1);
        for(j=0;j<n;j++)
            scanf("%d",&a[i][j]);
    }

    for(i=0;i<n;i++){
        indeg[i]=0;
        flag[i]=0;
    }

    for(i=0;i<n;i++)
        for(j=0;j<n;j++)
            indeg[i]=indeg[i]+a[j][i];
```

```
printf("\nThe topological order is:");
```

```
while(count<n){
```

```
    for(k=0;k<n;k++){
```

```
        if((indeg[k]==0) && (flag[k]==0)){
```

```
            printf("%d ",(k+1));
```

```
            flag [k]=1;
```

```
        }
```

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

```
            if(a[i][k]==1)
```

```
                indeg[k]--;
```

```
        }
```

```
    }
```

```
    count++;
```

```
}
```

```
return 0;
```

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}
```