

Graph traversal technique DFS (using stack)

```
#include<stdio.h>
#include<stdlib.h>
#define MAX 100
#define initial 1
#define visited 2

int n; /* Number of nodes in the graph */
int adj[MAX][MAX]; /*Adjacency Matrix*/
int state[MAX]; /*Can be initial or visited */

void DF_Traversal();
void DFS(int v);
void create_graph();

int stack[MAX];
int top = -1;
void push(int v);
int pop();
int isEmpty_stack();

main()
{
    create_graph();
    DF_Traversal();
}/*End of main()*/

void DF_Traversal()
{
    int v;
    for(v=0; v<n; v++)
        state[v]=initial;

    printf("\nEnter starting node for Depth First Search : ");
    scanf("%d",&v);
    DFS(v);
    printf("\n");
}/*End of DF_Traversal( )*/

void DFS(int v)
{
    int i;
    push(v);
    while(!isEmpty_stack())
    {
        v = pop();
```

```

if(state[v]==initial)
    {
printf("%d ",v);
state[v]=visited;
    }
for(i=n-1; i>=0; i--)
    {
if(adj[v][i]==1 && state[i]==initial)
push(i);
    }
} }/*End of DFS( )*/

```

```

void push(int v) {
if(top == (MAX-1)) {
printf("\nStack Overflow\n");
return; }
top=top+1;
stack[top] = v; }/*End of push()*/
int pop() {
int v;
if(top == -1) {
printf("\nStack Underflow\n");
exit(1); }
else
{
    v = stack[top];
top=top-1;
return v;
} }/*End of pop()*/

```

```

int isEmpty_stack( )
{
if(top == -1)
return 1;
else
    return 0; }/*End if isEmpty_stack()*/

```

```

void create_graph()
{
int i,max_edges,origin,destin;

printf("\nEnter number of nodes : ");
scanf("%d",&n);
max_edges=n*(n-1);

for(i=1;i<=max_edges;i++)
{

```

```

printf("\nEnter edge %d( -1 -1 to quit ) : ",i);
scanf("%d %d",&origin,&destin);

if( (origin == -1) && (destin == -1) )
break;

if( origin >= n || destin>= n || origin<0 || destin<0)
{
printf("\nInvalid edge!\n");
i--;
} else
{
adj[origin][destin] = 1;
}
}
}

```

OUTPUT:

Enter number of nodes : 5

Enter edge 1(-1 -1 to quit) : 0 1

Enter edge 2(-1 -1 to quit) : 0 2

Enter edge 3(-1 -1 to quit) : 0 3

Enter edge 4(-1 -1 to quit) : 1 3

Enter edge 5(-1 -1 to quit) : 3 4

Enter edge 6(-1 -1 to quit) : 4 2

Enter edge 7(-1 -1 to quit) : 4 4

Enter edge 8(-1 -1 to quit) : -1 -1

Enter starting node for Depth First Search : 0

0 1 3 4 2