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#include <iostream>
#include <string.h>
using namespace std;
class flight
public :
 int am[10][10];
char city_index[10][10];
flight();
int create();
void display(int city_count);
};
flight::flight()
int i, j;
for (i = 0; i < 10; i++)
strcpy(city_index[i], "xx");
 for (i = 0; i < 10; i++)
 for (j = 0; j < 10; j++)
am[i][j] = 0;
}
int flight::create()
int city_count = 0, j, si, di, wt;
char s[10], d[10], c;
do
cout << "\n\nEnter Source City : ";
cin >> s;
cout << "\nEnter Destination City : ";</pre>
cin >> d;
 for (j = 0; j < 10; j++)
 if (strcmp(city_index[j], s) == 0)
break;
if (j == 10)
 strcpy(city_index[city_count], s);
city_count++;
for (j = 0; j < 10; j++)
 if (strcmp(city_index[j], d) == 0)
break;
if (j == 10)
 strcpy(city_index[city_count], d);
city_count++;
cout << "\nEnter Distance From " << s << " And " << d << " : ";
 cin >> wt;
```

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for (j = 0; j < 10; j++)
if (strcmp(city_index[j], s) == 0)
 si = j;
 if (strcmp(city_index[j], d) == 0)
 di = j;
 }
 am[si][di] = wt;
cout << "\nDo you want to add more cities....(y/n) : ";</pre>
cin >> c;
} while (c == 'y' || c == 'Y');
return (city_count);
void flight::display(int city_count)
int i, j;
cout << "\n\nDisplaying Adjacency Matrix : \n\n";</pre>
cout <<"\t\t " << city_index[0];</pre>
 for (i = 1; i < city_count; i++)
cout <<"\t " << city_index[i];</pre>
cout << "\n\n";
for (i = 0; i < city_count; i++)
cout <<city_index[i];</pre>
for (j = 0; j < city_count; j++)
cout << "\t\t" << am[i][j];
cout << "\n\n";
int main()
flight f;
int n, city_count;
char c;
do
 cout << "\n**** Flight Main Menu ****";</pre>
cout << "\n\n1.Create Graph\n2.Display Adjacency Matrix\n3.Exit";</pre>
cout << "\n\nEnter your choice : ";</pre>
cin >> n;
 switch (n)
 case 1 : city_count = f.create();
case 2 : f.display(city_count);
 break;
case 3 : return 0;
cout << "\nDo you Want to Continue in Main Menu....(y/n) : ";</pre>
cin >> c;
 } while (c == 'y' || c == 'Y');
return 0;
}
```