

**Class: B.E. A**  
**Batch: A1**  
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**LP-V HPC lab-1**

\*\*\*\*\* **CODE** \*\*\*\*\*

```
#include <iostream>
#include <vector>
#include <queue>
#include <stack>
#include <omp.h>
using namespace std;

class Graph {
    int V;
    vector<vector<int>> adj;
public:
    Graph(int V) : V(V), adj(V) {}
    void addEdge(int u, int v) {
        adj[u].push_back(v);
        adj[v].push_back(u);
    }
}

//Parallel BFS:
void parallelBFS(int start) {
    vector<bool> vis(V, false);
    queue<int> q; q.push(start);
    vis[start] = true;

    #pragma omp parallel
    while (!q.empty()) {
        int node;
        #pragma omp critical
        { node = q.front(); q.pop(); }
        cout << node << " ";
        #pragma omp for
        for (int n : adj[node]) if (!vis[n]) {
            vis[n] = true;
            q.push(n);
        }
    }
}
```

```

    }
}
}

```

//Parallel DFS:

```

void parallelDFS(int start) {
    vector<bool> vis(V, false);
    stack<int> s;
    s.push(start);

    #pragma omp parallel
    while (!s.empty()) {
        int node;
        #pragma omp critical
        { node = s.top(); s.pop(); }
        if (!vis[node]) {
            vis[node] = true; cout << node << " ";
            #pragma omp for
            for (int n : adj[node]) {
                if (!vis[n]) s.push(n);
            }
        }
    }
}
};

```

```

int main() {
    int V, E, u, v, start;
    cout << "Vertices: "; cin >> V;
    Graph g(V);
    cout << "Edges: "; cin >> E;
    cout << "Enter edges:\n";
    while (E--) {
        cin >> u >> v; g.addEdge(u, v);
    }
    cout << "Start node: "; cin >> start;
    cout << "BFS: "; g.parallelBFS(start);
    cout << "\nDFS: "; g.parallelDFS(start);
}

```

\*\*\*\*\* OUTPUT \*\*\*\*\*

Vertices: 6

Edges: 7

Enter edges:

0 1

0 2

1 3

1 4

2 4

3 5

4 5

Start node: 0

BFS: 0 1 2 3 4 5

DFS: 0 2 4 5 3 1