

code

```
#include <stdio.h>
int graph[20][20], visited[20], n;
void BFS(int start)
{
    int queue[20], front = 0, rear = 0;
    visited[start] = 1;
    queue[rear++] = start;
    while (front < rear)
    {
        int node = queue[front++];
        printf("%d", node);
        for (int i = 0; i < n; i++)
            if (graph[node][i] == 1 && !visited[i])
                visited[i] = 1;
                queue[rear++] = i;
    }
}
```

```
int main()
{
    int start;
    printf("enter number of vertices: \n");
    scanf("%d", &n);
    printf("enter adjacency matrix: \n");
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
            scanf("%d", &graph[i][j]);
    for (int i = 0; i < n; i++)
        visited[i] = 0;
    printf("enter starting vertex: \n");
    scanf("%d", &start);
    printf("BFS traversal: \n");
    BFS(start);
    return 0;
}
```

output:

enter number of vertices: 4  
 enter adjacency matrix:  
 0 1 1 0  
 1 0 1 1  
 1 1 0 0  
 0 1 0 0  
 enter starting vertex: 0  
 BFS traversal:  
 0 1 2 3

```
#include <stdio.h>
#define N 10
int visited[N];
int adj[N][N];
int n;
void DFS(int v)
{
    visited[v] = 1;
    printf("%d", v);
    for (int i = 0; i < n; i++)
        if (adj[v][i] == 1 && !visited[i])
            DFS(i);
}
```

```
int main()
{
    int connected = 1;
    printf("enter number of vertices: \n");
    scanf("%d", &n);
    printf("enter adjacency matrix: \n");
    for (int i = 0; i < n; i++)
        for (int j = 0; j < n; j++)
            scanf("%d", &adj[i][j]);
    for (int i = 0; i < n; i++)
        visited[i] = 0;
    printf("DFS traversal starting from vertex 0: \n");
    DFS(0);
    for (int i = 0; i < n; i++)
        if (!visited[i])
            connected = 0;
            break;
}
```

```
if (connected)
    printf("in graph is connected \n");
else
    printf("in graph is not connected \n");
return 0;
}
```

Output:

enter number of vertices: 4  
 enter adjacency matrix:  
 0 1 0 1  
 1 0 1 1  
 0 1 0 0  
 1 1 0 0  
 DFS traversal starting from vertex 0:  
 0 1 2 3  
 Graph is connected.