

**Lab Exercises:**

**1). Write a program to determine the Topological sort of a given graph using**

**i. Depth-First technique**

**ii. Source removal technique**

**Program (i):**

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
int a[50][50], visit[50], stack[100],n,t=0;
```

```
void dfs(int v)
```

```
{
```

```
    visit[v]=1;
```

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

```
    {
```

```
        if(a[v][i] && !visit[i])
```

```
        {
```

```
            dfs(i);
```

```
        }
```

```
    }
```

```
    stack[t++]=v;
```

```
}
```

```
void printStack()
```

```
{
```

```
    for(int i=n-1;i>=0;i--)
```

```
    {
```

```
        printf("%d\n",stack[i]);
```

```
    }
```

```
    printf("\n");
```

```
}
```

```
int main()
```

```
{
```

```
    printf("Enter the Number of Vertices : \n");
```

```
    scanf("%d", &n);
```

```
    printf("Enter the Adjacency Matrix : \n");
```

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

```

    {
        for(int j = 0; j<n; j++)
        {
            scanf("%d", &a[i][j]);
        }
    }

    for(int i = 0; i<n; i++)
    {
        if(!visit[i])
        {
            dfs(i);
        }
    }

    printf("The Topological Sort Order is :\n");
    printStack();

    return 0;
}

```

### Output:

```

Enter the Number of Vertices :
5
Enter the Adjacency Matrix :
0 0 1 0 0
0 0 1 0 0
0 0 0 1 1
0 0 0 1 0
0 0 0 0 0
The Topological Sort Order is :
1
0
2
4
3

Process returned 0 (0x0)   execution time : 151.333 s
Press any key to continue.

```

### Program (ii):

```

#include <stdio.h>
#include <stdlib.h>

int queue[100], k_1 = 0, k = 0, arr[100][100], n, indegree[100];
void calc()
{
    for(int i = 0; i<n; i++)
    {
        for(int j = 0; j<n; j++)
        {
            if(arr[j][i] && i!=j)
            {
                indegree[i]++;
            }
        }
    }
}

void initQueue()
{
    for(int i = 0; i<n; i++)
    {
        queue[i] = -1;
    }
}

void dec(int v)
{
    for(int i = 0; i<n; i++)
    {
        if(arr[v][i])
        {
            indegree[i]--;

            if(indegree[i] == 0)
            {
                queue[k++] = i;
            }
        }
    }
}

int queueEmpty()
{
    for(int i = 0; i<n; i++)
    {
        if(queue[i] != -1)
        {
            return 0;
        }
    }
}

```

```

        }
    }

    return 1;
}

int main()
{
    printf("Enter the Number of Vertices : \n");
    scanf("%d", &n);

    printf("Enter the Adjacency Matrix : \n");

    for(int i = 0; i<n; i++)
    {
        for(int j = 0; j<n; j++)
        {
            scanf("%d", &arr[i][j]);
        }
    }

    initQueue();
    calc();

    for(int i = 0; i<n; i++)
    {
        if(indegree[i] == 0)
        {
            queue[k++] = i;
        }
    }

    printf("The Topological Sort Order is : \n");

    while(!queueEmpty())
    {
        int vertex = queue[k_1++];
        printf("%d ", vertex);
        queue[k_1-1] = -1;
        dec(vertex);

        printf("%d ", vertex);
    }

    printf("\n");

    return 0;
}

```

**Output:**

```

Enter the Number of Vertices :
3
Enter the Adjacency Matrix :
0 1 1
0 0 1
0 0 0
The Topological Sort Order is :
0
1
2

Process returned 0 (0x0)   execution time : 22.237 s
Press any key to continue.

```

**2. Write a program to find diameter of a binary tree. Diameter of a binary tree is the longest path between any two nodes.**

**Program:**

```

#include <stdio.h>
#include <stdlib.h>
struct node {
    int val;
    struct node *left, *right;
};
struct node* newNode(int value)
{
    struct node* node
        = (struct node*)malloc(sizeof(struct node));
    node->val = value;
    node->left = NULL;
    node->right = NULL;
    return (node);
}
int max(int a, int b)
{
    return (a > b) ? a : b;
}
int height(struct node* node)
{
    if (node == NULL)
        return 0;
    return 1 + max(height(node->left), height(node->right));
}
int diameter(struct node* tree)
{
    if (tree == NULL)
        return 0;

```

```

    int lheight = height(tree->left);
    int rheight = height(tree->right);
    int ldiam = diameter(tree->left);
    int rdiam = diameter(tree->right);
    return max(lheight + rheight + 1, max(ldiam, rdiam));
}
int main()
{
    struct node* root = newNode(1);
    root->left = newNode(2);
    root->left->left = newNode(4);
    root->left->right = newNode(5);
    root->left->right->left = newNode(6);
    root->left->right->right = newNode(7);

    root->right = newNode(3);
    root->right->right = newNode(8);
    root->right->right->right = newNode(9);
    root->right->right->right->right = newNode(10);
    root->right->right->right->left = newNode(11);
    root->right->right->right->left->left = newNode(12);
    root->right->right->right->left->right = newNode(13);
    root->right->right->right->left->right->left = newNode(14);
    root->right->right->right->left->right->right = newNode(15);
    printf("Diameter of the given binary tree is %d\n",
           diameter(root));
    return 0;
}

```

### Output:

```

Diameter of the given binary tree is 10

Process returned 0 (0x0)   execution time : 1.391 s
Press any key to continue.

```