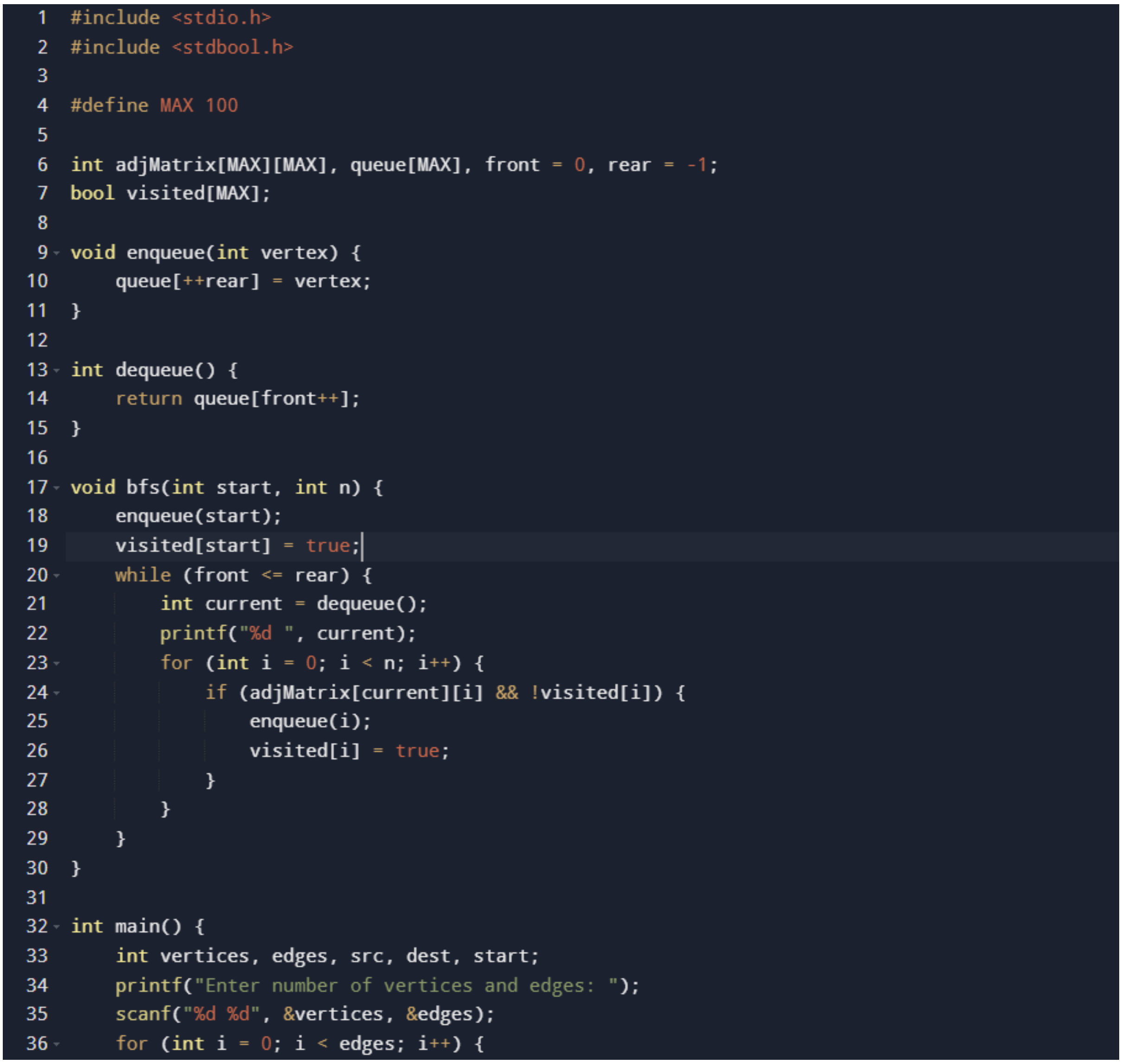
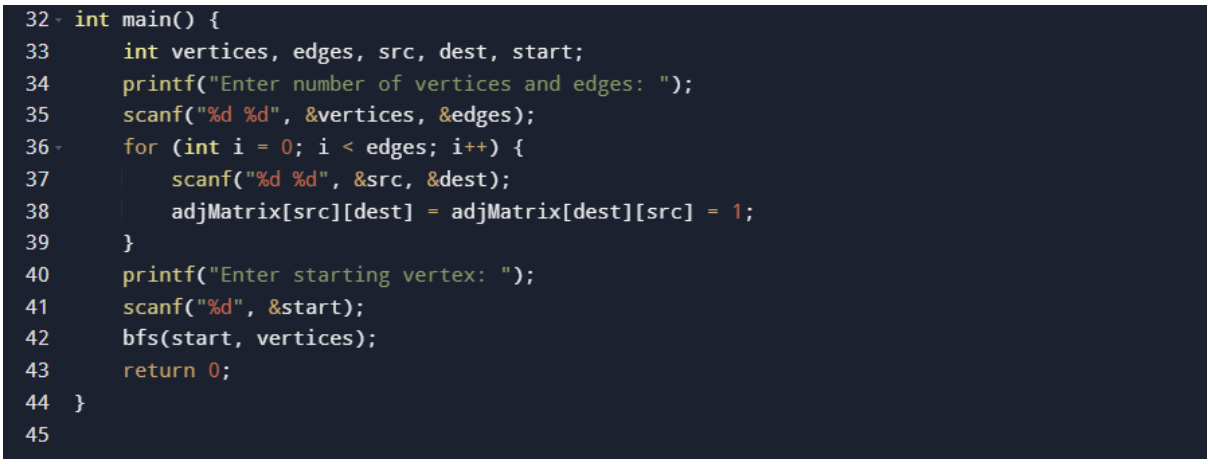
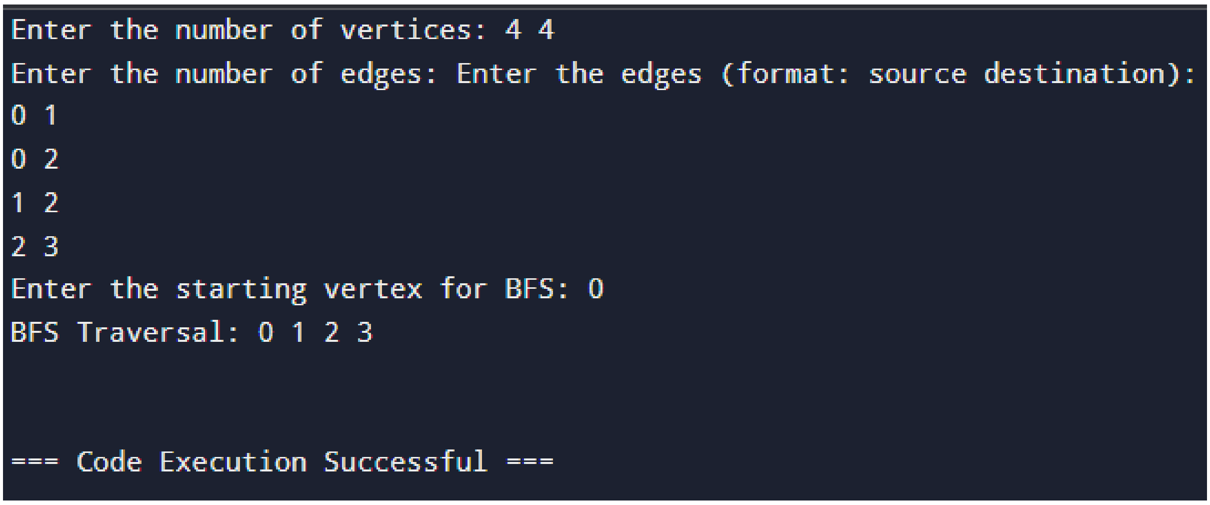


```c
#include <stdio.h>
#include <stdbool.h>

#define MAX 100

int adjMatrix[MAX][MAX], queue[MAX], front = 0, rear = -1;
bool visited[MAX];

void enqueue(int vertex) {
    queue[++rear] = vertex;
}

int dequeue() {
    return queue[front++];
}

void bfs(int start, int n) {
    enqueue(start);
    visited[start] = true;
    while (front <= rear) {
        int current = dequeue();
        printf("%d ", current);
        for (int i = 0; i < n; i++) {
            if (adjMatrix[current][i] && !visited[i]) {
                enqueue(i);
                visited[i] = true;
            }
        }
    }
}

int main() {
    int vertices, edges, src, dest, start;
    printf("Enter number of vertices and edges: ");
    scanf("%d %d", &vertices, &edges);
    for (int i = 0; i < edges; i++) {
```



```c
int main() {
    int vertices, edges, src, dest, start;
    printf("Enter number of vertices and edges: ");
    scanf("%d %d", &vertices, &edges);
    for (int i = 0; i < edges; i++) {
```

```c
        scanf("%d %d", &src, &dest);
        adjMatrix[src][dest] = adjMatrix[dest][src] = 1;
    }
    printf("Enter starting vertex: ");
    scanf("%d", &start);
    bfs(start, vertices);
    return 0;
}

```



```
Enter the number of vertices: 4 4
Enter the number of edges: Enter the edges (format: source destination):
0 1
0 2
1 2
2 3
Enter the starting vertex for BFS: 0
BFS Traversal: 0 1 2 3


=== Code Execution Successful ===
```