



THE UNIVERSITY
OF LAHORE
**ISLAMABAD
CAMPUS**

DATA STRUCTURE AND ALOGRITHUM

Lab Report

Name: Jassim Bashir
Registration #: SEU-F16-101
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Submitted To: Mr. Usman Ahmed

The University of Lahore, Islamabad Campus
Department of Computer Science & Information Technology

Experiment # 1

ADJANCY MATRIX

Objective

To understand the implementation of adjancy matrix.

Software Tool

1.

DEV C++

1 Theory

1. This algorithm takes the input of the number of vertex. 2. For each pair of vertex ask user whether they are connected or not. 3. Print the adjacency matrix. 4. Exit.

2 Task

2.1 Procedure: Task 1

```
#include <iostream>
#include <iomanip>

using namespace std;

// A function to print the adjacency matrix .
void PrintMat (int mat[][20], int n)
{
    int i, j;

    cout<<"nnnn"<<setw (4)<<" ";
    for (i = 0 ; i < n ; i++)
        cout<<setw (3)<<" ("<<i+1<<" ) ";
    cout<<"nnnn" ;
```

```

C:\Users\SAMRILL\Documents\graph.exe
Enter the number of vertices: 5
Enter 1 if the vertex 1 is adjacent to 2, otherwise 0: 0
Enter 1 if the vertex 1 is adjacent to 3, otherwise 0: 1
Enter 1 if the vertex 1 is adjacent to 4, otherwise 0: 0
Enter 1 if the vertex 1 is adjacent to 5, otherwise 0: 1
Enter 1 if the vertex 2 is adjacent to 3, otherwise 0: 0
Enter 1 if the vertex 2 is adjacent to 4, otherwise 0: 0
Enter 1 if the vertex 2 is adjacent to 5, otherwise 0: 1
Enter 1 if the vertex 3 is adjacent to 4, otherwise 0: 1
Enter 1 if the vertex 3 is adjacent to 5, otherwise 0: 1
Enter 1 if the vertex 4 is adjacent to 5, otherwise 0: 1

(1) (2) (3) (4) (5)
(1) 0 0 1 0 1
(2) 0 0 0 0 1
(3) 1 0 0 1 1
(4) 0 0 1 0 1
(5) 1 1 1 1 0

.....
Process exited after 19.56 seconds with return value 0
Press any key to continue . . .

```

Figure 1: Time Independent Feature Set

```

// Print 1 if the corresponding vertexes are connected otherwise 0
for (i = 0; i < n; i++)
{
    cout<<setw(3)<<" ("<<i+1<<" ) ";
    for (j = 0; j < n; j++)
    {
        cout<<setw(4)<<mat[i][j];

        cout<<"nnnn";
    }
}

int main ()
{
    int i, j, v;

    cout<<"Enter the number of vertexes: ";
    cin>>v;

    int mat[20][20];

    cout<<"nn";
    // Take input of the adjacency of each pair of vertexes.
    for (i = 0; i < v; i++)

```

```

f      for (j = i; j < v; j++)
f          if (i != j)
f              cout<<" Enter 1 if the vertex "<<i+1<<" is _
cin>>mat[i][j];

              mat[j][i] = mat[i][j];

g          else
              mat[i][j] = 0;

g      }
g
g      PrintMat ( mat ,  v );
g

```

3 Conclusion

in this lab we perform adjacency matrix that which vertex connected to which vertex and display them in matrix form