## BREATH FIRST SEARCH

```
#include<bits/stdc++.h>
     using namespace std;
    void create_adjacency_list(int vertex, vector < pair < int, int >> & edges
4
     ,unordered_map<int,set<int>>&adj)
         cout<<"\nadjancency list for graph\n";</pre>
         for(auto it:edges)
         {
             adj[it.first].insert(it.second);
             adj[it.second].insert(it.first);
         }
         for(auto it:adj)
             cout<<it.first<<"->";
             for(auto x:it.second)
                 cout<<x<<" ";
             cout<<endl;
         }
     void bfs(int vertex,unordered_map<int,set<int>>>&adj
     ,vector<int>&BFS,int node,unordered_map<int,bool>visit)
         BFS.clear();
         queue<int>q;
         q.push(node);
         visit[node]=1;
         while(!q.empty())
             int front=q.front();
             q.pop();
             BFS.push_back(front);
             for(auto it:adj[front])
                 if(!visit[it])
                     q.push(it);
                     visit[it]=1;
        for(auto x:BFS) cout<<x<" ";
    }
    int main()
        int vertex;
        cout<<"enter no. of vertices-->";cin>>vertex;
        vector<pair<int,int>>edges;
        int x,y;
        cout<<"enter edges , press -1 -1 to quit\t";</pre>
        cout<<"\t-- USE 0 BASED INDEXING ---\n";</pre>
        while(x!=-1 \&\& y!=-1)
```

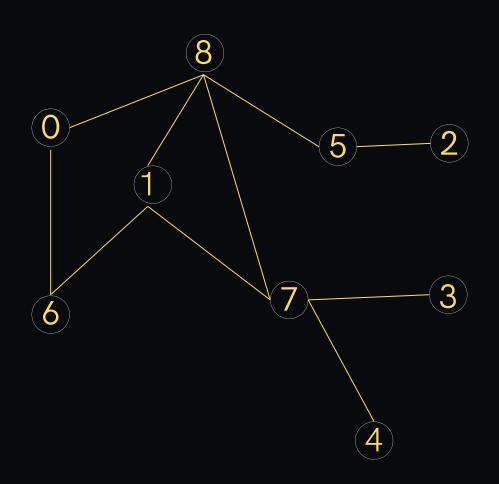
```
if(x!=-1 && y!=-1)
    edges.push_back(make_pair(x,y));
}

unordered_map<int,set<int>>adj;
cout<<"\n\n";
create_adjacency_list(vertex,edges,adj);

vector<int>BFS;
unordered_map<int,bool>visit;
for(int i=0;i<vertex;i++)
{

cout<<"\nBFS Traversal for root as "<< i << "-->";
bfs(vertex,adj,BFS,i,visit);
}
```

## INPUT GRAPH



## OUTPUT

```
9enter no. of vertices-->
enter edges , press -1 -1 to quit
                                                                                            -- USE 0 BASED INDEXING ---
08
1 6
18
5 8
6 0
7 4
8 7
2 5
-1 -1
adjancency list for graph
2->5
4->7
3->7
5->2 8
7->1 3 4 8
6->0 1
1->6 7 8
8->0 1 5 7
0->6 8
BFS Traversal for root as 0-->0 6 8 1 5 BFS Traversal for root as 1-->1 6 7 8 0 BFS Traversal for root as 2-->2 5 8 0 1 BFS Traversal for root as 3-->3 7 1 4 8 BFS Traversal for root as 4-->4 7 1 3 8 BFS Traversal for root as 5-->5 2 8 0 1
                                                                                          2
                                                                                  6
                                                                                          4
                                                                                  0
                                                                              6
BFS Traversal for root as 6-->6 0 1 8 7 5 3 4 2 BFS Traversal for root as 7-->7 1 3 4 8 6 0 5 2 BFS Traversal for root as 8-->8 0 1 5 7 6 2 3 4
jatin@Jatins-Air Algos % [
```