```
#include <stdio.h>
#include <stdlib.h>
#define MAX_VERTICES 100
int graph[MAX_VERTICES][MAX_VERTICES];
int visited[MAX_VERTICES];
int queue[MAX_VERTICES];
int front = -1, rear = -1;
void initializeGraph(int vertices) {
  for (int i = 0; i < vertices; i++) {
    visited[i] = 0;
    for (int j = 0; j < vertices; j++) {
       graph[i][j] = 0;
    }
  }
}
void addEdge(int start, int end) {
  graph[start][end] = 1;
  graph[end][start] = 1;
}
void dfs(int vertex, int vertices) {
  printf("%d ", vertex);
  visited[vertex] = 1;
  for (int i = 0; i < vertices; i++) {
    if (graph[vertex][i] == 1 && !visited[i]) {
       dfs(i, vertices);
    }
  }
}
void bfs(int start, int vertices) {
  printf("%d", start);
  visited[start] = 1;
  enqueue(start);
```

```
while (!isEmpty()) {
     int current = dequeue();
     for (int i = 0; i < vertices; i++) {
       if (graph[current][i] == 1 && !visited[i]) {
          printf("%d ", i);
          visited[i] = 1;
          enqueue(i);
       }
    }
  }
}
void enqueue(int vertex) {
  if (rear == MAX_VERTICES - 1) {
     printf("Queue is full\n");
  } else {
    if (front == -1) {
       front = 0;
    }
     rear++;
    queue[rear] = vertex;
  }
}
int dequeue() {
  int vertex;
  if (front == -1 || front > rear) {
    printf("Queue is empty\n");
    return -1;
  } else {
    vertex = queue[front];
    front++;
    return vertex;
  }
}
int isEmpty() {
  return front == -1 || front > rear;
}
int main() {
```

```
int vertices, edges;
  printf("Enter the number of vertices and edges: ");
  scanf("%d %d", &vertices, &edges);
  initializeGraph(vertices);
  printf("Enter the edges (format: start end):\n");
  for (int i = 0; i < edges; i++) {
    int start, end;
    scanf("%d %d", &start, &end);
    addEdge(start, end);
  }
  printf("DFS traversal: ");
  dfs(0, vertices);
  initializeGraph(vertices); // Reset visited array
  printf("\nBFS traversal: ");
  bfs(0, vertices);
  return 0;
}
Output
Enter the number of vertices and edges: 5 6
Enter the edges (format: start end):
0 1
02
13
14
24
3 4
```

DFS traversal: 0 1 3 4 2 BFS traversal: 0 1 2 3 4