

No of provinces in C++																																																																																									
<pre>#include <bits/stdc++.h> using namespace std; class Solution { private: // dfs traversal function void dfs(int node, vector<int> adjLs[], int vis[]) { // mark the more as visited vis[node] = 1; for(auto it: adjLs[node]) { if(!vis[it]) { dfs(it, adjLs, vis); } } } public: int numProvinces(vector<vector<int>> adj, int V) { vector<int> adjLs[V]; // to change adjacency matrix to list for(int i = 0;i<V;i++) { for(int j = 0;j<V;j++) { // self nodes are not considered if(adj[i][j] == 1 && i != j) { adjLs[i].push_back(j); adjLs[j].push_back(i); } } } int vis[V] = {0}; int cnt = 0; for(int i = 0;i<V;i++) { // if the node is not visited if(!vis[i]) { // counter to count the number of provinces cnt++; dfs(i, adjLs, vis); } } return cnt; } }; int main() { vector<vector<int>> adj { {1, 0, 1}, {0, 1, 0}, {1, 0, 1} }; Solution ob; cout << ob.numProvinces(adj,3) << endl; return 0; }</pre>			<p>Input:</p> <pre>adj = { {1, 0, 1}, {0, 1, 0}, {1, 0, 1} }; V = 3</pre> <p>✔ Adjacency Matrix → List Conversion:</p> <table> <tr> <th>i</th><th>j</th><th>adj[i][j]</th><th>i != j</th><th>Action</th><th>adjLs</th></tr> <tr> <td>0</td><td>0</td><td>1</td><td>✗</td><td>skip</td><td></td></tr> <tr> <td>0</td><td>1</td><td>0</td><td>✔</td><td>skip</td><td></td></tr> <tr> <td>0</td><td>2</td><td>1</td><td>✔</td><td>add edge 0–2 and 2–0</td><td>0→[2], 2→[0]</td></tr> <tr> <td>1</td><td>0</td><td>0</td><td>✔</td><td>skip</td><td></td></tr> <tr> <td>1</td><td>1</td><td>1</td><td>✗</td><td>skip</td><td></td></tr> <tr> <td>1</td><td>2</td><td>0</td><td>✔</td><td>skip</td><td></td></tr> <tr> <td>2</td><td>0</td><td>1</td><td>✔</td><td>already added</td><td></td></tr> <tr> <td>2</td><td>1</td><td>0</td><td>✔</td><td>skip</td><td></td></tr> <tr> <td>2</td><td>2</td><td>1</td><td>✗</td><td>skip</td><td></td></tr> </table> <p>🔗 Final Adjacency List:</p> <pre>0 → [2] 1 → [] 2 → [0]</pre> <p>🔗 DFS + Province Counting</p> <table> <tr> <th>i</th><th>vis[i]</th><th>Action</th><th>DFS Called</th><th>Updated vis</th><th>cnt</th></tr> <tr> <td>0</td><td>0</td><td>Not visited → DFS(0)</td><td>✔</td><td>[1, 0, 1]</td><td>1</td></tr> <tr> <td>1</td><td>0</td><td>Not visited → DFS(1)</td><td>✔</td><td>[1, 1, 1]</td><td>2</td></tr> <tr> <td>2</td><td>1</td><td>Already visited</td><td>✗</td><td>-</td><td>-</td></tr> </table> <p>🔗 DFS Traversal Details</p>			i	j	adj[i][j]	i != j	Action	adjLs	0	0	1	✗	skip		0	1	0	✔	skip		0	2	1	✔	add edge 0–2 and 2–0	0→[2], 2→[0]	1	0	0	✔	skip		1	1	1	✗	skip		1	2	0	✔	skip		2	0	1	✔	already added		2	1	0	✔	skip		2	2	1	✗	skip		i	vis[i]	Action	DFS Called	Updated vis	cnt	0	0	Not visited → DFS(0)	✔	[1, 0, 1]	1	1	0	Not visited → DFS(1)	✔	[1, 1, 1]	2	2	1	Already visited	✗	-	-
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2	1	Already visited	✗	-	-																																																																																				

◆ DFS(0)

node	vis[node]	Neighbors	Action	vis
0	0 → 1	2	DFS(2)	[1, 0, 0]
2	0 → 1	0	Already vis	[1, 0, 1]

◆ DFS(1)

node	vis[node]	Neighbors	Action	vis
1	0 → 1	none	Done	[1, 1, 1]

📄 Final Result

Variable	Value
cnt	2 (Answer)
vis	[1, 1, 1]

■ Output: 2 provinces

Output:-
2