No of provinces in C++

```
#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;
```

Dry Run:

Input:

```
vector<vector<int>> adj = {
    {1, 0, 1},
    {0, 1, 0},
    {1, 0, 1}
};
```

Adjacency Matrix to List Conversion:

- adj[0] has a 1 at indices 0 and 2, so node 0 is connected to node 2.
- adj[1] has a 1 at index 1, so node 1 is connected to itself.
- adj[2] has a 1 at indices 0 and 2, so node 2 is connected to node 0.

Adjacency List:

DFS Execution:

- 1. Start DFS from node 0. Mark node 0 as visited and visit node 2.
- 2. In DFS traversal, we will also mark node 2 as visited.
- 3. Start DFS from node 1. Since it is unvisited, we increment the province counter. Mark node 1 as visited.
- 4. Finally, return the total count of provinces (2).

Output:-