```
#include <stdio.h>
#define V 12
int vis[V] = \{0\};
void DFS(int graph[][V], int numV, int u)
       vis[u] = 1;
       printf("%d ", u);
       int i;
       for (i = 0; i \le numV; i++)
               if (graph[u][i] == 1 \&\& vis[i] == 0)
                      DFS(graph, numV, i);
       }
}
void addEdge(int[][V], int, int);
void printAdjacencyMatrix(int[][V], int);
int main()
{
       int graph[V][V] = \{0\};
       int numVertices, numEdges, l;
       printf("Enter the number of vertices in the graph ");
       scanf("%d", &numVertices);
       int i,j;
       for (i = 1; i \le numVertices; i++)
               printf("\nEnter the number of edges from %d : ", i);
               scanf("%d", &numEdges);
               for (j = 0; j < numEdges; j++)
                      printf("\nEnter the connection %d: ", j + 1);
                      scanf("%d", &l);
                      addEdge(graph, i, l);
               }
       int startNode;
       printf("\nEnter the start vertex\n");
       scanf("%d", &startNode);
       printf("\nAdjacency matrix\n");
       printAdjacencyMatrix(graph, numVertices);
       printf("\nDepth first traversal from node %d\n", startNode);
       DFS(graph, numVertices, startNode);
       return 0;
}
void addEdge(int graph[][V], int u, int v)
{
       graph[u][v] = 1;
       graph[v][u] = 1;
void printAdjacencyMatrix(int graph[][V], int numV)
```

```
Enter the number of vertices in the graph 4
Enter the number of edges from 1 : 2
Enter the connection 1:3
Enter the connection 2 : 2
Enter the number of edges from 2 : 2
Enter the connection 1:3
Enter the connection 2: 4
Enter the number of edges from 3 : 3
Enter the connection 1:1
Enter the connection 2 : 2
Enter the connection 3:3
Enter the number of edges from 4 : 2
Enter the connection 1:3
Enter the connection 2 : 2
Enter the start vertex
Adjacency matrix
           3
 11
     0
         1
             1
```