```
main.c
 1
     #include<stdio.h>
2
     #include<stdlib.h>
 3
     void insertq(int q[],int node, int *f, int *r)
 4
       if((*f==-1) && (*r==-1))
5
6
7
           (*f)++, (*r)++, q[*f]=node;
8
9
        else{
10
        (*r)++, q[*r]=node;
          }
11
12
       }
13
14
       int deleteq(int q[],int *f,int *r)
15
16
          int temp;
17
          temp=q[*f];
18
          if(*f == *r) *f=*r=-1;
19
          else (*f)++;
20
         return temp;
        }
21
22
23
        void bfs(int n, int adj[][10],int src, int visited[])
24
25
        int q[20], f=-1,r=-1,v,i;
26
        insertq(q,src,&f,&r);
27
        while((f <= r) \&\& (f != -1))
28
29
            v=deleteq(q,&f,&r);
30
            if(visited[v]!=1)
31
32
               visited[v]=1;
33
               printf("%d",v);
34
             for(i=1;i<=n;i++)
35
36
                if((adj[v][i]==1) && (visited[i] !=1))
37
           insertq(q,i,&f,&r);
38
39
          }
40
41
42
          int main()
43
44
       int n,i,j,adj[10][10],src,visited[10];
```

```
main.c
                                                                                   8
38
          }
39
40
41
42
          int main()
43
44
       int n,i,j,adj[10][10],src,visited[10];
       printf("enter number of vertices\n");
45
       scanf("%d",&n);
46
       printf("Enter adjacency matrix\n");
47
48
       for(i=1; i<=n; i++)
49
       {
            visited[i]=0;
50
51
         for(j=1;j<=n;j++)
            scanf("%d",&adj[i][j]);
52
53
        printf("enter starting vertex\n");
54
55
        scanf("%d",&src);
        printf("The nodes reachable from src are\n");
56
        bfs(n,adj,src,visited);
57
           ] }
58
```

:

```
8
      Console
                  Shell
     > clang-7 -pthread -lm -o main main.c
                                                                               Q x
     ./main
     enter number of vertices
     Enter adjacency matrix
     0101
     0001
     1101
     0001
     enter starting vertex
     The nodes reachable from src are
     124
```