#include <stdio.h>

#include <stdlib.h>

struct node {

int vertex;

struct node\* next;

};

struct node\* createNode(int v);

struct Graph {

int numVertices;

int\* visited;

struct node\*\* adjLists;

};

void DFS(struct Graph\* graph, int vertex) {

struct node\* adjList = graph->adjLists[vertex];

struct node\* temp = adjList;

graph->visited[vertex] = 1;

printf("Visited %d \n", vertex);

while (temp != NULL) {

int connectedVertex = temp->vertex;

if (graph->visited[connectedVertex] == 0) {

DFS(graph, connectedVertex);

}

temp = temp->next;

}

}

struct node\* createNode(int v) {

struct node\* newNode = malloc(sizeof(struct node));

newNode->vertex = v;

newNode->next = NULL;

return newNode;

}

struct Graph\* createGraph(int vertices) {

struct Graph\* graph = malloc(sizeof(struct Graph));

graph->numVertices = vertices;

graph->adjLists = malloc(vertices \* sizeof(struct node\*));

graph->visited = malloc(vertices \* sizeof(int));

int i;

for (i = 0; i < vertices; i++) {

graph->adjLists[i] = NULL;

graph->visited[i] = 0;

}

return graph;

}

void addEdge(struct Graph\* graph, int src, int dest) {

struct node\* newNode = createNode(dest);

newNode->next = graph->adjLists[src];

graph->adjLists[src] = newNode;

newNode = createNode(src);

newNode->next = graph->adjLists[dest];

graph->adjLists[dest] = newNode;

}

void printGraph(struct Graph\* graph) {

int v;

for (v = 0; v < graph->numVertices; v++) {

struct node\* temp = graph->adjLists[v];

printf("\n Adjacency list of vertex %d\n ", v);

while (temp) {

printf("%d -> ", temp->vertex);

temp = temp->next;

}

printf("\n");

}

}

int main() {

struct Graph\* graph = createGraph(4);

addEdge(graph, 0, 1);

addEdge(graph, 0, 2);

addEdge(graph, 1, 2);

addEdge(graph, 2, 3);

printGraph(graph);

DFS(graph, 2);

return 0;

}

OUTPUT:

Adjacency list of vertex 0

2 -> 1 ->

Adjacency list of vertex 1

2 -> 0 ->

Adjacency list of vertex 2

3 -> 1 -> 0 ->

Adjacency list of vertex 3

2 ->

Visited 2

Visited 3

Visited 1

Visited 0

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