#include<iostream>

#include<bits.h>

using namespace std;

#define MAX 30

typedef char VertexType[10];

typedef struct vertex

{

int vunm;

VertexType data;

}VType;

typedef struct graph

{

int n, e;

VType vexs[MAX];

int edges[MAX][MAX];

}Graph;

void CreateGraph(Graph& g, int A[][4], int n, int e)

{

int i, j;

g.n = n;

g.e = e;

for (int i = 0; i < n; i++)

{

for (int j = 0; j < n; j++)

{

g.edges[i][j] = A[i][j];

}

}

}

int degree1(Graph & g, int numb)

{

int j, d = 0;

for (j = 0; j < g.n; j++)

if (g.edges[numb][j] != 0 && g.edges[numb][j] != MAXINT)

d++;

return (d);

}

void arrange(int A[][4], int n, int m)

{

printf("输出邻接矩阵：\n");

for (int i = 0; i < n; i++)

{

for (int j = 0; j < m; j++)

{

printf("%-3d", A[i][j]);

}

printf("\n");

}

}

int main()

{

Graph x;

int A[4][4] = { {0,0,0,1},{1,0,1,1},{1,0,1,0},{1,1,0,1} };

arrange(A, 4, 4);

CreateGraph(x, A, 4, 4);

int numb, b;

printf("输入序号numb：");

scanf\_s("%d", &numb);

b = degree1(x, numb - 1);

printf("输出序号为numb的顶点的度数：%d\n", b);

system("pause");

return 0;

}

