

SOURCE CODE :

```
#include<bits/stdc++.h>
using namespace std;
struct node
{
    int data;
    struct node *next;
};
struct adj_list
{
    struct node *head;
}*ara;

void graph(int src,int dest)
{
    node *new_node=new node;
    new_node->data = dest;
    new_node->next = NULL;

    new_node->next = ara[src].head;
    ara[src].head = new_node;

    new_node = new node;
    new_node->data = src;
    new_node->next = NULL;

    new_node->next = ara[dest].head;
    ara[dest].head = new_node;
}
```

```

void print()
{
    for (int i=97; i<=101; i++)
    {
        node* tmp = ara[i].head;
        printf("\n Adjacency list of vertex  %c\n head ",i);
        while (tmp)
        {
            cout<<"-> ";
            printf("%c",tmp->data);
            tmp = tmp->next;
        }
        cout<<endl;
    }
}

int main()
{
    ara=new adj_list[5];
    for(int i=0;i<5;i++)
        ara[i].head=NULL;
    graph('a','b');
    graph('a','c');
    graph('a','d');
    graph('b','c');
    graph('c','d');
    graph('b','d');
    graph('b','e');
    graph('a','e');
    graph('c','e');
    graph('d','e');
    print();
}

```