

C:\Users\BMSCE\Desktop\1BF X + |

Enter number of vertices: 4

Enter adjacency matrix:

1 0 1 1
1 1 1 0
1 0 0 1
1 1 0 1

The graph is CONNECTED.

Process returned 0 (0x0) execution time : 22.985 s

Press any key to continue.

C:\Users\BMSCE\Desktop\18F X + ▾

Enter number of vertices: 4

Enter adjacency matrix:

0 0 0 1

1 0 1 1

0 0 1 1

1 0 0 1

The graph is NOT CONNECTED.

Process returned 0 (0x0) execution time : 23.757 s

Press any key to continue.

```

if (graph == NULL) {
    printf("Graph is not initialized. Return of %d\n", 0);
    return 0;
}

if (connected)
    printf("graph is connected");
else
    printf("graph is not connected");
return 0;
}

```

Output:

Enter number of vertices: 4

Enter adjacency matrix:

1	0	0	1
1	1	1	0
1	0	1	0
1	1	0	0

graph is connected.

Enter number of vertices: 4

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	0
0	0	0	1
0	0	1	0

0	0	1	0
0	0	1	