**BFS in Graph**

#include <bits/stdc++.h>

vector<int> BFS(int vertex, vector<pair<int, int>> edges)

{

// Write your code here

vector<int> adj[vertex];

for(auto it:edges){

int u = it.first;

int v = it.second;

adj[u].emplace\_back(v);

adj[v].emplace\_back(u);

}

for(int i=0;i<vertex;i++) sort(adj[i].begin(),adj[i].end());

vector<int> vis(vertex,0);

vector<int> ans;

queue<int> q;

for(int i=0;i<vertex;i++){

if(!vis[i]){

vis[0]=1;

q.push(i);

while(!q.empty()){

int node = q.front();

q.pop();

ans.push\_back(node);

for(auto it: adj[node]){

if(!vis[it]){

vis[it]=1;

q.push(it);

}

}

}

}

}

return ans;

}