

## FLAT ASSIGNMENT

#implementation of topological sorting:

#program to print topological sorting

from collections import defaultdict

#Class to represent a graph

### #Algorithm

class Graph:

    def \_\_init\_\_(self, vertices):

        self.graph = defaultdict(list) # dictionary containing  
adjacencyList

        self.V = vertices # No. of vertices

    def addEdge(self, u, v):

        self.graph[u].append(v)

    # A recursive function used by topologicalSort

    def topologicalSortUtil(self, v, visited, stack):

        # Mark the current node as visited.

        visited[v] = True

        # Recur for all the vertices adjacent to this vertex

        for i in self.graph[v]:

            if visited[i] == False:

```
self.topologicalSortUtil(i, visited, stack)
```

```
# Push current vertex to stack which stores result
```

```
stack.append(v)
```

```
# The function to do Topological Sort. It uses recursive
```

```
#topologicalSortUtil()
```

## #Program:

```
def topologicalSort(self):
```

```
    # Mark all the vertices as not visited
```

```
    visited = [False]*self.V
```

```
    stack = []
```

```
    # Call the recursive helper function to store Topological
```

```
    # Sort starting from all vertices one by one
```

```
    for i in range(self.V):
```

```
        if visited[i] == False:
```

```
            self.topologicalSortUtil(i, visited, stack)
```

```
    # Print contents of the stack
```

```
    print(stack[::-1]) # return list in reverse order
```

# Driver Code

```
if __name__ == '__main__':
```

```
    g = Graph(6)
```

```
    g.addEdge(5,2)
```

```
    g.addEdge(5,0)
```

```
    g.addEdge(4,0)
```

```
    g.addEdge(4,1)
```

```
    g.addEdge(2,3)
```

```
    g.addEdge(3,1)
```

```
    print("Following is a Topological Sort of the given graph")
```

#Function Call

```
    g.topologicalSort()
```

output:

```
Following is a Topological Sort of the given graph
[5, 4, 2, 3, 1, 0]
```

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