```
#include<stdio.h>
int temp[10], k = 10;
void topo(int n, int indegree[10], int a[10][10])
{ int i, j;
for(i=1; i<=n ; i++)
{ if(indegree[i] == 0)
  { indegree[i] = 1;
    temp[++k] = i;
    for(j=1; j<=n; j++)
    { if(a[i][j] == 1 && indegree[j] != -1)
      { indegree[j] --;
      }
    i = 0;
    }
}
}
```

```
void main()
{ int i, j, n indegree[10], a[10][10];
printf("enter no of vertices");
scanf("%d", &n);
for(i=1; i<=n; i++)
indegree[i] = 0;

printf("\n enter adjacency matrix");
for(j=1; i<=n; i++)
indegree[i] = 0;
printf("\n enter adjacency matrix \n");
for(i=1; i<=n; i++)
for(i=1; i<=n; j++)
{ scanf("%d", &a[i][j]);
if(a[i][j] == 1)
indegree[j]++;
}
topo(n, indegree, a);
```

```
if (k != n)
printf ("Topological ordering not possible");
else
{ printf ("\n Topological ordering is: \n");
  for (i=1; i<=k; i++)
  { printf ("%d \t", temp[i]);
  }
}
```