

q.2) write a program to traverse a graph using BFS method.

START

READ number of vertices n

READ adjacency matrix $adj[n][n]$

INITIALIZE $visited[] = 0$

INITIALIZE queue

front = 0

rear = -1

READ starting vertex s

queue[++rear] = s

$visited[s] = 1$

WHILE front \leq rear

$v = \text{queue}[\text{front}++]$

PRINT v

FOR $i = 0$ to $n-1$

IF $adj[v][i] = 1$ AND $visited[i] = 0$

queue[++rear] = i

$visited[i] = 1$

END IF

END FOR

END WHILE

END

```
#include <stdio.h>
int graph [20] [20], visited [20], n;
```

```
void BFS (int start) {
```

```
    int queue [20], front = 0, rear = 0
```

```
    visited [start] = 1;
```

```
    queue [rear++] = start;
```

```
    while (front < rear) {
```

```
        int node = queue [front++];
```

```
        printf ("Node ", node);
```

```
        for (int i = 0; i < n; i++) {
```

```
            if (graph [node] [i] == 1 &&
```

```
                ! visited [i])
```

```
            {
```

```
                visited [i] = 1;
```

```
                queue [rear++] = i;
```

```
            }
```

```
        }
```

```
    }
```

```
}
```

```
int main () {
```

```
    int start;
```

```
    printf ("Enter number of vertices:");
```

```
    scanf ("%d", &n);
```

```
    printf ("Enter adjacency matrix : m");
```



```

for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)
        scanf ("%d", &graph [i][j]);

```

```

for (int i = 0; i < n; i++)
    visited [i] = 0;

```

```

printf ("Enter starting vertex:");
scanf ("%d", &start);

```

```

printf ("BFS Traversal:");
BFS (start);
return 0;
}

```

output:

Enter number of vertices: 4

Enter adjacency matrix:

0 1 1 0

0 0 1 0

0 0 0 1

0 0 0 0

Enter starting vertex: 0

BFS Traversal: 0 1 2 3